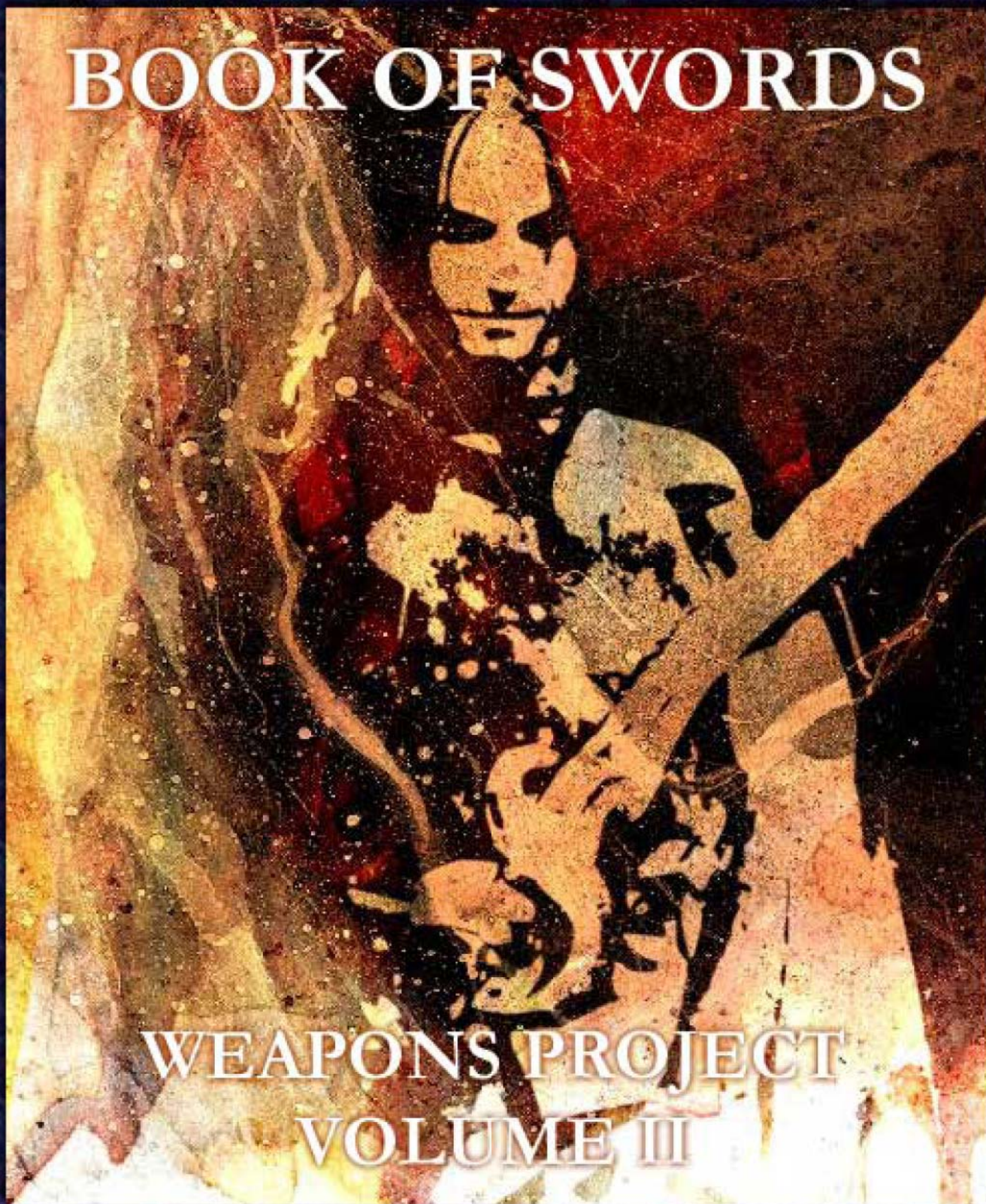


EARTHDAWN

BOOK OF SWORDS



WEAPONS PROJECT VOLUME III

AN UNOFFICIAL EARTHDAWN PRODUCT

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I would like to add a special thanks to both my editors Catherine Norman and Brian Rouillard whose love for the game is transparent on these pages. Without their tremendous effort the project wouldn't have gone online.

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The author of this book would welcome feedback at the Earthdawn Publishing Trust forms: www.EDPT.org.

INTRODUCTION

The Earthdawn Weapons Project is a rules supplement for the Earthdawn game system. The project is divided into books, each dealing with a single type of weapon. The books include appropriate weapon skills, Talents and knacks for players and gamemasters.

The Earthdawn rulebook is somewhat lacking when it comes to the weapons section. Gamemasters have a great variety of unique threaded weapons to choose from, but the players' choices at a regular shop are a bit lame. Threaded weapons are hard to come by, especially for low Circle characters. The Earthdawn weapons project will try to redeem that error for those seeking something a little more imaginative than an ordinary broadsword, a long bow, or a knife.

Note: Some of the weapons presented here are more powerful than those allowed in the basic rulebook. Use at your discretion.

"Oi, SnailFild! How's your leg?"
"Still bugging on cold mornings, but much better, why'd you ask?"
"Me and the boys are going on an expedition after the famous Blades of Cara Fahd. You wanna come?"
"Cara Fahd? Sweet Passions, Cantnza, it's so bleak out."
"It's not bleak—it's springtime. You can't be bleak in spring."
"If you're bleak, you're bleak."
"Know what? You can stay here on your cushioned behind, me and the boys are gonna search for the Blades and become famous."
"I didn't say I'm not going, all I say is why go to Cara Fahd? Let's search elsewhere."
"For the Twin Blades of Cara Fahd?"
"Yep."
"Elsewhere?"
"Yep."
"Where?"
"Lake Ban."
"Lake Ban?"
"Why not, I've heard they got beautiful hot baths there, with naked ladies and all. I hear they do wonderful stuff, things that would make even the ears of a scoundrel like you turn red."
"SnailFild, I'm an ork. The only time my ears get red is when I cut myself shaving."
"Just a figure of speech. So wa' do ya think?"
"Naked, you say?"
"Totally!"
"I'll tell the boys to pack their swimming suits."

SnailFild and Cantnza, challenged heroes who didn't discover the famous Blades of Cara Fahd. But they did find out all about gonorrhea and herpes.
—*Echoes from Another World*, by Ch'tal V'strimon.

SWORD STATISTICS

All the swords described here have the following statistics:

- **Sword Name**
- **Sword Price** – In silver pieces (sp). N/A means that the sword is extremely rare or simply cannot be found on the regular market. The prices listed are averages for shops located in large cities such as Travar, Bartertown, and Urupa. Buying merchandise in more desolate areas should be more costly, and the prices should be adjusted by the GM.
- **Damage Step**
- **Strength Minimum** – The minimum strength needed to wield a sword is determined from the following table. Note that the weights listed below are only for regular swords. Other weapons that weigh the same may require a higher or lower minimum strength, due to differences in their usage.

Weight (pounds)	Minimum Strength
1	5
2	7
3	9
4	11
5	13
6	15
7	17
8	19

(Or simply: Minimum Strength = Weight x 2 + 3)

- **Weight** – In pounds. The article at <http://www.thearma.org/essays/weights.htm> explains that Medieval and Renaissance swords were not bulky and heavy as often portrayed in movies, but rather were flexible and light, averaging less than 4 pounds. Even massive two-handed swords were rarely heavier than 6.5 pounds (3 kg). Try waving a 1 pound broomstick for five minutes and you'll see why.

The *Book of Blades* uses the following rules of the thumb. On average:

- Rapiers weigh 1 pound.
- Short swords weigh 2 pounds.
- Broadswords weigh 3 pounds.
- Two-handed blades weigh 6 pounds.

Note: Bone and Wooden swords tend to weigh one category below their length, so a wooden broadsword would weigh around 2 pounds. Stone swords tend to weigh one category above their length, so a crystal short sword would weigh around 3 pounds.

- **Size Category—based on the table in the ED book.**
 - **Size 1** - Swords up to 1 foot long, incl. daggers.
 - **Size 2** - Swords between 1 and 2 feet long, incl. most short swords.
 - **Size 3** - Swords between 2 and 3 feet long, incl. most broadswords and rapiers.
 - **Size 4** - Swords between 3 and 4 feet long, incl. broadswords and some one-handed great swords.
 - **Size 5** - Swords between 4 and 5 feet long, incl. some one-handed great swords and most two-handed swords.
 - **Size 6** - Swords between 6 and 7 feet long, incl. most two-handed great swords.
- **Initiative Step Modifiers** – Some blades are more cumbersome to use and they induce an Initiative step penalty, just like armor.
- **Other Modifiers** – Additional penalties, modifiers, and notes concerning the particular blade.

SWORDS OF THROAL

"Sir, is this the recruitment office for the Arm of Throal?"

"Sure is."

"I've come to enlist."

"You've come to the right place then."

"Where do I sign?"

"Not so fast, my over eager greenhorn. There is a small test, just to verify that you're forged of the right stuff."

"I'm willing do anything to help my beloved king and kingdom."

"Yeh, yeh, well in order to become a Throalic soldier, you first need to bring me the ears of twenty Therans and one small cat."

"Why a small cat?"

"Congratulations, you've passed."

A conversation at the recruitment office in Throal.

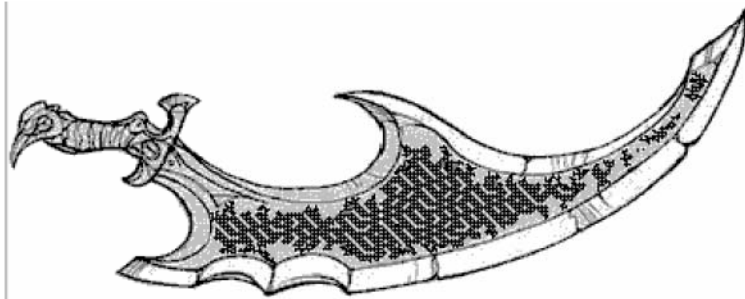
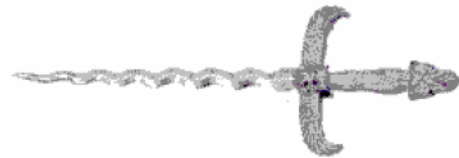
—*The Book of Not Very Smart Monologs*, by Ch'tal V'strimon.

Name	Cost (sp)	Damage Step	Strength Minimum	Weight	Size	Initiative Step Modifiers	Other Modifiers
Binter	700	3	4	1	1		Metal breaking
Espada	45 (25 in Throal)	5	7	2	3		
Kazaz	1200	6	9	3	3		Metal breaking
Jaisash	15	5	7	2	2	-1	-1 step to Attack Test
Mahazuz	75	5	11	4	3		-1 step to Attack Test
Vulanst	10	4	7	2	2		

Binter and Kazaz

The binter (a dwarven long dagger) and kazaz (a broadsword) and are part of the great Scythian heritage of dwarven nobility. The blades of both weapons are made from taz'az, a blue crystal that burns with an inner light.

Taz'az is a rare mineral. In fact, only a single mining site is known to exist in Barsaive, somewhere in the Throalic Mountains. (Its exact location is a well-kept Throalic secret.) A small expedition has been dispatched following the cleansing force in Scythia to locate potential mining locations of taz'az, with no luck so far.



Unlike metal, taz'az is not flexible and cannot be forged using conventional methods. Magic must be used in order to construct something intricate with it. The Taz'azian Welders, a small guild in Throal, has kept the knowledge and the tradition of taz'az welding since before the Scourge.

The most desirable feature about taz'az is that it is stronger than regular steel. On an excellent Attack Test against an opponent wearing metallic armor, taz'az has a 50% chance of breaking the armor (i.e. reducing its Armor Rating by 2). If the attack is made against a parrying sword, there is a 50% chance of breaking the parrying weapon.

Espada



The espada is the favorite choice of many blade masters in Throal and all over Barsaive. It is long, yet surprisingly light and balanced, sitting in the middle of the scales between the broadsword and the rapier. It is the only known weapon in the realm that is created via mass production. A small factory called the House of the Point, located inside the mountain city, specializes in forging these swords. A Weaponsmith by the name of Methieh Tegens runs the place with the help of a small army of sons, sons-in-law, and grandchildren.

Jaisash (Jaspree's Vengeance)

The story tells of a farmer and his wife who were childless. Devoutly they prayed to Garlen to grant them children, but it was Jaspree who finally took pity on them. The Passion of growth at that time was not worshiped by land workers and was considered to be only the Passion of the wild. In fact, farmers often found themselves in conflict with questors of the wildlife Passion.

One morning the farmer woke up and found a bundle in his plowed field. Inside it were a small baby and a strange, sickle-like tool, with a half-human half-lion curved on the hilt (a well-known manifestation of Jaspree). The farmer adopted the boy and called him Jalaher (Jaspree's gift). He kept the strange instrument hidden.

Jalaher grew up to be a handsome, smart man, loved by all in his village. His touch alone seemed to be enough to cure illnesses or calm farm animals. His father's fields always grew the finest harvest. Wherever he walked, he spread joy and kindness upon people.

Times were good for the people of Jalaher's village, no drought or famine came to that region in all the years that Jalaher grew there. Some of the farmers started spreading the rumor that Jalaher was Passion blessed.

But then an evil spirit came. An unknown bandit king made his lair in the mountains and from there he terrorized the defenseless farmers, stealing cattle, crops, and young women whenever the whim was upon him. One by one, people started to abandon their lands in fear of the bandits.

Jalaher saw his people suffering and his heart wept. When the village elders called for a meeting, Jalaher stood up and called on his people to take heart. He told them that they would be able to drive off the bandits, if only they worked together.

"Jalaher is brave, but he is also young," said the village elder. "We are farmers, not warriors. We have no tools and no skills to stand against the onslaught of the bandits."



"You, you, and you both come with me."

—Anonymous sergeant in the Hand Of Throal
—*The Book of Smart Military Sayings*, by Ch'tal V'strimon

“Our field tools shall be our weapons,” Jalaher said. “With our sickles we shall maw them and with our pitchforks we shall poke out their eyes. If we don’t stand now, we will all perish.”

And so the next time the bandit king and his band came down from the mountains to extract their tax on the village, they found a determined line of defenders. Leading the farmers, on the plow horse of his father, was Jalaher. With his right hand he brandished the strange sickle-like instrument that his father found so many years ago in the field.

The bandit leader laughed and the villagers cowered in fear, for his laugh was Horror-tainted. When the bandit saw their fear, his laugh grew harder and he rode fast, intending to smite down the impudent youth before him. Thus he thought to end the small rebellion before it even started.

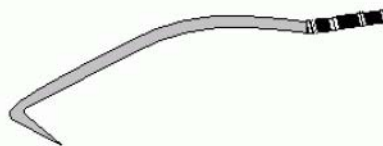
Jalaher rode towards the bandit and when they met there was a huge crash as the bandit’s sword bit onto Jalaher’s strange weapon. The bandit’s blade shattered from the impact, but Jalaher’s weapon kept its momentum and cleanly severed the bandit’s head off his shoulders. Seeing this, the farmers took heart and rushed forward, and with them the land also rose to fight against the bandits. The farm horses, the cows, the chickens, the sows, and even the trees in the field were said to have risen that day.

Jalaher’s people’s victory over the bandit was so complete that for the rest of Jalaher’s life, no other threat came to disturb the farmers’ work. Jalaher placed the strange instrument in the middle of the village and he called it Jaisash (Jaspre’s Vengeance), forever to remind his people of the debt they owed the Passion of nature. It was said to bring prosperity to all the farms around it. From that day on, Jaspree became to be known as the Passion protector of the plowed fields, and farmers of the land came to revere him and to respect to his wild protégés. Jalaher’s victory is celebrated to this day in many Barsaivian villages at the end of the harvest.

As for the jaisash, it became a common working tool on every farm in Barsaive, as well as a weapon in time of need. Most questors of Jaspree who are more orientated towards agriculture carry it as a symbol of their pact with their Passion. Not the most agile of weapons, it can still deliver a deadly wound in skilled hands. Let those who seek to exploit the farmers of Barsaive know that they are doing it at their own risk.

For details of Jalaher’s Jaisash, see the Threaded Items section in this book, p. 34.

Mahazuz



A weird long sword from Landis’ forges, the mahazuz is a crude but nonetheless effective weapon. The mahazuz (which means reaper in the dwarven tongue) is the weapon of choice for Grim Legion Horror Stalkers, despite the fact that it is slightly unbalanced. In order to for the weapon to reach its maximum potential, the wielder must learn the following special skill:

Song of the Mahazuz

Type: Skill

Step: Rank + Dexterity Step

Action: 1

Strain: 1

A character mastering the Song of the Mahazuz skill learns several techniques that all use the Song of the Mahazuz skill step:

Trap

The wielder of the mahazuz may attempt to trap his opponent’s weapon instead of making an attack. The wielder must sacrifice his attack for the round. When the opponent swings at the mahazuz wielder, the wielder makes a Trap Test, using his Song of the Mahazuz step, against the result of the Attack Test. If the Trap Test result is higher than the Attack Test result, then the attacker’s weapon becomes locked. On his next initiative, the character wielding the mahazuz now has several options:

1. Hold the opponent’s weapon locked – Both the opponent and the trapper roll the sum of their Strength and Dexterity steps (the trapper adds his Mahazuz Trap Rank). If the trapper wins the contest, then he may keep his opponent’s weapon locked for the next round. If he is holding another weapon with his other hand, he may attack with it. Both locker and locked have their Physical Defense lowered by –4 during the lock contest.
2. Try to dislodge the opponent’s weapon – Both the opponent and the trapper roll their Strength step (the trapper adds his Mahazuz Trap Rank). If the trapper wins the contest, then the locked weapon is

knocked to the ground. If the opponent wins the contest then his weapon is free.

3. Attack the opponent – The locker may attack the opponent. He receives +4 to his Attack Test and -2 to his Damage Test. After the attack, the weapons are no longer locked.

Hook

After making a successful Armor-Defeating Hit, the wielder of the mahazuz may attempt the mahazuz hook maneuver. The attacking character rolls his Mahazuz Hook step against the target's Physical Defense. A success means that the attack has torn a vicious wound with the weapon's hook and has done double the weapon's normal damage. Roll twice for two separate Damage Tests. In addition, the wound inflicted by the hook maneuver is very painful. The wounded person suffers -2 for all actions performed in the Skill Rank rounds following the Hook attack.

Vulanst



Standard equipment of the Throalic foot legions, the Vulanst short sword or the “footman’s friend” is reliable, cheap, and easy to master.

DUELER'S RAPIERS

(Swordmaster's Friends)

Name	Cost (sp)	Damage Step	Strength Minimum	Weight	Size	Initiative Step Modifiers	Other Modifiers**
Shosaran Rapier	Varies *	4	5	1	3		+1 step to Attack Test
Talean Rapier	Varies *	4	5	1	3	+1	+1 step to Attack Test
Theran Rapier	Varies *	5	7	2	3		None
Throalic Rapier	Varies *	4	5	1	3		+1 step to Parry Test

* Cost: Varies but usually no less than 200

** All rapiers also reduce opponent's Armor Rating by 2 for the Damage Test.

Shosaran rapier



Fast, Flexible, and Fatal: the winning F triplet completely describes the dueler's rapier.

Hundreds of forms and variations exist. The Theran version is a bit heavier than most, while the Taleans have mastered the art of balancing the hilt to blade weight ratio. The Throalic rapier design emphasizes the sword's ability to counter strokes, and the Shosarans managed to produce a weapon with a superior enforced point.

Despite the variations, several characteristics are common to all rapiers: low weight,

excellent balance, a sharp thin point, and flexibility.

All the above attributes dictate the unique rapier fighting style. While rapiers can still inflict a great deal of slashing damage, the best tactic with the rapier is thrusting. The flexibility and the thin blade are especially designed for penetrating medium and heavy armor. In the hands of a master, the rapier will always find the unprotected chink in its opponent's defenses, inflicting maximum damage.

Talean rapier



Picture by Sade

Throalic rapier



Picture by Sade

ELVEN SWORDS

“Boy, your mom is real ancient. Was she born before the Scourge?”

“Let’s just say that when she went to school they didn’t have history lessons yet.”

—A conversation between two elven urchins in Urupa

—*So is Your Momma*, by Ch’tal V’strimon.

Name	Cost (sp)	Damage Step	Strength Minimum	Weight	Size	Initiative Step Modifiers	Other Modifiers
Anions: Gyr-Anion Tur-Anion	N/A	4	5	1	3	+1	(Special)
Ethlien	900	4	4	1	3	+1	
Shosaran Ant Eater	N/A	6	13	3	4	-2 without special training	+5 steps damage to Invae
Shosaran Half Eater	N/A	4	7	2	2	-2 without special training	+5 steps damage to Invae
Thorn Blades	N/A	4 (Blade side) 1 (Flat thorn side)	7	2	3		Holds poison

Anions

Rapier — Tur-anion

The art of making a tur-anion was lost with the corruption of Wyrn Wood. These blades are so strong that one can bend them nearly in half without snapping them. Made from a lightweight metal alloy that even the most experienced Weaponsmiths have been unable to duplicate, the truly remarkable feature of the tur-anion rapier is its quickness in combat. Wielders gain a 1 step bonus to Initiative (when attacking).

Short Sword — Gyr Anion

The gyr-anion is the counterpart to the tur-anion. The two anions are usually found in pairs, and the gyr-anion is the parrying blade. A successful parry with a gyr-anion grants the wielder a bonus to attack with a tur-anion. (See the **Anion Parrying** skill below).

Anion Parry

Type: Skill

Step: Rank + Dexterity

Action: 0

Strain: 1

The anion fighting style was developed for the successful combination of tur-anion as a primary weapon and the gyr-anion as a defensive secondary weapon. The wielder rolls his Anion Parry step when attempting to parry an attack. This skill works the same way as the Parry talent or skill for blocking an incoming attack and does not require a full action. A character cannot use any other parrying skill or talent or make any other attack with the gyr-anion in the same round as the Anion Parry. A successful parry with the Anion Parry skill gives the wielder a bonus equal to his Rank in Anion Parry to the next Attack Test made with the tur-anion.

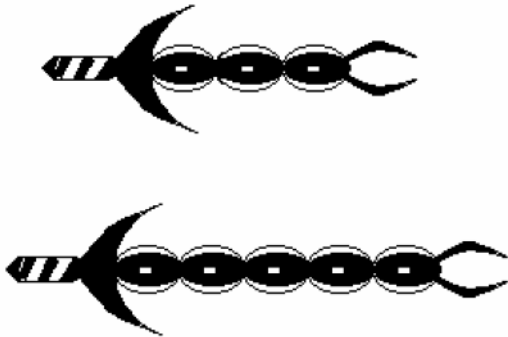
Ethlien (Viper Thorn)



The ethlien is a straight, thin-bladed long epee, a fine example of the elegance displayed in elven weaponry. The blade ends in a steel enforced glove that is attached to the wielder's arm by strong elastic cords. The weapon's structure causes the blade to become a natural extension of the wielder's sword arm. The ethlien wielder is immune to any form of attacks that aim to dislodge a weapon from its wielder's grip.

The ethlien is the sword of the elven elite and owning one signifies status in Blood Wood and other elven communities, such as Shosara. The ethlien is mainly used in one on one duels, but it is also used in times of war.

Shosaran Ant Eater and Half Eater



Forged in Shosara, the land that suffered the most from Invae attacks prior and after the Scourge, the ant eater and the half eater were designed by a specialized group of insect fighters. Using these unusual blades effectively is difficult without special training, and wielders of a Shosaran ant eater or half eater suffer -2 step penalties to Attack and Initiative Tests. Training by expert with eater blades costs 200 LP, although eater experts are rarely found outside Shosara.

The blades of these weapons are made from a special alloy that repels the insects' spirits. It is suspected that this alloy is brought from a parallel dimension to the Invae's home world.

Shosarans rarely put these swords up for sale, but a Shosaran Weaponsmith in Jerris is rumored to make them. Whether or not the rumors are true, quite a few of these weapons have surfaced recently in Barsaive.

Thorn Blades

Designer: Svernn T. Mauseth (AKA Kin)



Thorn blades are normal sized broadswords with steel thorns on the flat sides. The swords usually have five thorns on each side, and each thorn is filled with poison. These swords are found among the blood elf tribes in the northeastern parts of the Blood Wood. Before a battle, the sword is soaked inside a thin long tube filled with poison. Small holes near the sword blade allow the poison to soak into the thorns. Poison can be stored on the blade for up to two hours before it dries out. The most common poison used in Blood Wood is produced from death daisies. When a blade coated in death daisy poison deals damage to an opponent, make a step 15 Poison Effect Test against the opponent's Spell Defense. If that Effect Test is successful, the opponent must make a Poison Resistance Test against the poison's Spell Defense of 9. If the Resistance Test fails, the opponent falls into a deep, magical sleep. (The other effects from death daisy spores don't occur, see the **Blood Wood** sourcebook, p. 133 for more information on death daisies.)

BLADES OF CARA FAHD

"Korg, would you like to try this sugar cane?"
"Sure, Durag. I guess that means yer over me sleeping with yer gal."
"Sure, Sure. Is it tasty?"
"Sure is."
"That's strange—both my thundra and my horse spit it out."

—Korg and Durag, Cara Fahd Cavalrymen
 —*The Book of Not So Famous Last Words*, by Ch'tal V'strimon

Name	Cost (sp)	Damage Step	Strength Min	Weight	Size	Initiative Step Modifiers	Other Modifiers
Chopect	25	5	13	5	4		
Foknar	200	2	7	2	2		
Gharak	50	5 6(when mounted)	13	5	4	-2 without special training	+1 step to Attack Tests when mounted
Ghazel Short	10	5	11	4	2	-1	
Ghazel Long	15	6	13	5	3	-2	
Ghazel Two Handed	20	8	15	6	3	-3	
Shamisar	220	4 5 (when mounted)	11	4	3		+1 step to Attack Tests when mounted

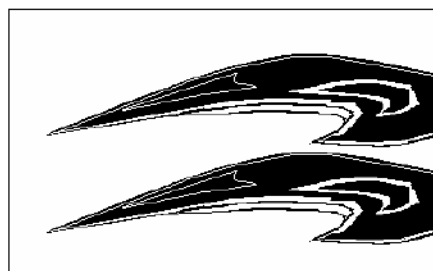
Chopect (Ork Broadsword)



A common sword found all over the jungles of Cara Fahd. The chopect's main attack is heavy slashing. In the jungle it doubles as a machete, used to clear otherwise impassible foliage.

Foknar (Bladed Glove)

The foknar is a glove usually worn on the cavalryman's non-dominant hand. This glove or gauntlet is made with one to three short, curved blades on the end to allow the cavalryman to make an attack with his off-hand. This also leaves the cavalryman's dominant hand free to take the reigns of his mount when necessary.



Gharak



The gharak, an orkish scimitar, is a large curved blade of wrought iron. It is favored by cavalier orks due to the massive amount of damage it can inflict. Its large size and heavy weight makes it cumbersome to wield without proper training. In game terms, unless the user trains for several weeks and pays 100 LP, he takes a penalty of -2 both to his Initiative and Attack Test steps when using this weapon. Someone who has trained with the gharak gains a +1 step bonus both to Attack and Damage Tests when mounted.

Ghazel

Inspired by: Peter Jackson's Lord of the Rings movies – Uruk Hai weapon)



The ghazel is a common weapon among the ork tribes of Cara Fahd. Mainly a slashing weapon, it deals a serious punch, but is slow to

maneuver. It's easy to learn, easy to use, and easy to manufacture, which explains the ghazel's popularity among the ork tribes. Its bulkiness explains why it inflicts such a terrible punch.

Shamisar

The shamisar is another weapon created by ork culture. The long, curved blade allows for excellent use from a mount. The shamisar is lighter and easier to control than the gharak, which allows the wielder better control over his mount. Wielders gain a +1 step bonus to Attack and Damage Tests made when mounted.



*"You can't execute me during a storm like this, it's too bleak to die."
"It's Cara Fahd kid, it's always bleak."
"You sure picked a fine day, couldn't you at least have waited till the storm is over before taking me to the gallows?"
"Look whose complaining, we still need to get back."*

—SnailFild, learning that sleeping with Angry Fang's daughter was a bad move.
—*Not So Famous Last Words*, by Ch'tal V'strimon

SWORDS OF THE CRYSTAL RAIDERS

"Your dad is so stupid, when he wanted to kill a Theran griffin he threw it off a cliff."

"Your dad is so stupid, when he didn't have enough money he sold his Drakkar and bought new oars."

"Well, your dad is so stupid he boards a Drakkar with a swimming suit and a fishing pole."

—A conversation between two troll juveniles

—*So is Your Momma*, by Ch'tal V'strimon.

Name	Cost (sp)	Damage Step	Strength Minimum	Weight	Size	Initiative Step Modifiers	Other Modifiers
Blue Duar	900	9	23	14	6		
Katarmor	5000	6	15	6	5		
Katralmor	N/A	7	13	5	5		
Keletiar	500	8	19	12	6		
Raider's Falchion	300	7	19	8	4		
Tulwars	NA	6	17	7	5		
Worm Fang	600	7	15	6	4		

Blue Duar / Keletiar (Two handed great swords)



The blue duar and keletiar are two-handed troll great swords. Many Crystal Raiders favor a one-handed fighting style, but the Thunder Fist moot, located in the eastern lowlands of the Twilight Peaks, trains its warriors with two-handed weapons. Many of the Thunder Fist moot trolls are born with tremendous strength, and most of the moot's warriors are strong enough to wield these gigantic blades. Thus it is not surprising that even the Bloodlores are careful when attacking the Thunder Fist moot.

The keletiar and blue duar's design looks the same, except that the keletiar is made of black steel, while the blue duar is made of a blue living crystal. It requires immense strength just to lift the blue duar properly.

Katarmor

Designer: Stanley Brown (AKA Vinsane)

A katarmor is a standard troll sword found in raiders' moots. The name is taken from "Katera Mo'rin" meaning "Honor Sword" in the troll language. This sword is bestowed upon trolls after they complete their right of passage. Traditionally made from wrought iron, troll weaponsmiths have recently begun forging these swords out of steel. The katarmor's heavy blade and large hilt are unwieldy and other Name-givers find them difficult to use. Trolls can use the katarmor with one hand, if they have a strength of at least 18. Some katarmors have been modified by other Name-giver races to be used as two-handed weapons.



Picture by Sade

Katralmor—Honor Sword of the Moot

Designer: Stanley Brown (AKA Vinsane)

The katralmor is made from living crystal instead of iron. The crystals are lighter than iron, which reduces the weapon's effectiveness, but have serrated edges that cause wicked cuts on their targets. This sword must have its magic renewed every year, just like crystal plate armor. While a moot may have several katermors, each moot has only one katralmor. This weapon is usually held by the moot's chieftain, but may be bestowed on another member if his or her honor proves worthy. Other Name-giver races seen carrying a katralmor are usually killed on site. The term katralmor stems from "Kat'ral Mo'rin," meaning "Clan Honor Sword."

Raider's Falchion



The raider's falchion is a rare heavy weapon, found only in the Twilight Peaks. Considered a type of great weapon, it is one of the heaviest swords found in all of Barsaive, usable only by trolls and obsidimen. The tremendous strength needed to wield the falchion makes it the choice of a selected few.

Tulwars

Designer: "Cabor"



A colossal scimitar used by the trolls of Marac and imported to Barsaive, this weapon is considered a great sword and requires massive muscles to operate.

Worm Fang

A rare broadsword, the worm fang is a wide-bladed crystal great sword, made from the jaws of the ferocious rock worm. Rock worm crystal teeth are magically enforced, which explains the additional Damage step for this great broadsword. Because the rock worm teeth are not made from a single crystal but from a combination of minerals, worm fang blades always sparkle in a dazzling display of color. Only Ironmonger moot trolls have the skill to produce worm fangs, and they rarely put the blades up for sale.

"Ok, this wheel causes the kila to go up, this one steers the ship to starboard, this one is for aft, and this is full speed. Are we clear, cadet?"

"But how do we land her, sir?"

"Oh, the Bloodlore Moot will take care of that, kid."

—A conversation between a Theran Air Sailor cadet and his trainer,
before the trainer sent the cadet on a suicide mission.

—*Not So Famous Last Words*, by Ch'tal V'strimon

WINDLING BLADES

Name	Cost	Damage Step	Strength Minimum	Weight	Size	Initiative Step Modifiers	Other Modifiers
Claws of Jaspre	N/A	1-3	2	1	3		
Flash of Steel	N/A	2	2	0.5	1		Special

Claws of Jaspre (Sky Blades)

Designer: Stanley Brown (AKA Vinsane)

The claws of Jaspre are a set of four blades. Two of the blades are connected to membranes similar to a wrist carver, but have the blade running the length of their forearms. The second set is connected to greaves that extend above the knees and allow the windling to attack with any appendage. These weapons in themselves do not do much damage, but a windling trained in the use of claws of Jaspre may make effective attacks with them. Wielders of claws of Jaspre may attack with one, two, or four of the blades. Using two of the blades raises the Damage step to 2 and using all four of the blades raises the Damage step to 3. When using multiple claws in an attack, the wielder cannot use the Second Weapon talent, but may still use the Second Attack talent.

Flash of Steel

Designer: Catherine E. Norman (AKA Rastar)

We only needed one more of the little buggers before we could leave Barsaive. As we approached their resting area by night, I caught sight of one, all snug and asleep on its branch. I started to throw my net over it.

Then the damn thing pulled out this miniscule dagger. I snickered. "Is that the best you can do?"

"No, this is," it said.

I recall being amazed that the little guy spoke troll, but I don't remember seeing him throw the knife. Then my vision blurred, and I felt something oozing down my cheek. As I reached for my face, an intense wave of pain washed over me, and I realized the little dagger was sticking out of my eye! Did I pull

the dagger out? Who knows? It's all a blur until we got back to the horses and found all our captives gone. It's just as well. I hope I never see another windling as long as I live.

Tralnak One-Eye, former Theran slaver

The flash of steel is a tiny windling flight dagger. It is designed to penetrate into the eyes of larger creatures or other Name-givers. The dagger may be used as a melee weapon, but it is specially weighted to be a throwing dagger. If the dagger is thrown and achieves an Excellent success, the attack is not only Armor Defeating, but it also hits the target directly in the eye. The target is no longer able to see out of this eye and suffers a 5 step penalty to all actions that require seeing further than 5 feet away and a 3 step penalty to all other actions. Adepts can continue fighting despite the extreme pain and disorientation of the partial blindness, but non-adepts who are not specifically trained in fighting and resisting pain may not be able to continue fighting after taking this wound (GM discretion).

The dagger is quite small, and if the damage to the target's eye is healed, with a regular Recovery Test or other any magical healing, within 10 minutes of the attack, then the eye is healed and sight is returned. If the eye remains damaged for longer than 10 minutes, it is up to the GM what additional magic may be required to regain sight in the affected eye.

Flash of steel daggers are very rare. Only a few windling weaponsmiths possess the skill to forge such daggers, and even fewer windling adepts (or other experts with throwing weapons) have the desire to use such debilitating weapons.

OBSIDIMAN BLADES

Name	Cost (sp)	Damage Step	Strength Minimum	Weight	Size	Initiative Step Modifiers	Other Modifiers
Obsidimen Belest	N/A	6	17	7	4		
T'skrang Belest	90	5	9	3	3		



Belest (Howling rock)

Designer: Svernn T. Mauseth (AKA Kin)

The belest is a huge, stone great sword designed using the special obsidimen method called althema (rock weakening). This method, known only to obsidimen craftsmen, allows them to shape rock by weakening parts of it and strengthening other parts. In time, wind and erosion cause the weaker parts to fall off while the strengthened parts remain, revealing the object created (a working tool, a weapon, or a sculpture). This method can take decades or even centuries. The obsidimen have ways of speeding up the process, but the big silicon Name-givers need a good reason to do something in a hurry.

The belest has openings on one side, which cause it to howl as it passes through the air during a battle. The effect can be disturbing and even frightening in the hands of an expert.

The t'skrang of house V'strimon have managed to replicate the belest, and they manufacture their own smaller version in the Floating City.

Belest Howl

Type: Skill

Step: Rank + Dexterity Step

Action: 1

Strain: 1

This skill allows the belest wielder to make a howling attack with the same effect as the Battle Shout skill, except that it is Dexterity based.

The Belest Howl skill requires an Action, but the belest wielder may still use the sword for a Parry or Second Attack in the same round as the belest howls.

SWORDS OF THE SERPENT

Name	Cost (sp)	Damage Step	Strength Minimum	Weight	Size	Initiative Step Modifiers	Other Modifiers
Essopar	600	4	5	1	3		+1 step to Disarm Tests
K'tenshin Teno	20	3	7	2	2		+4 steps to Attack and Parry Tests
M'tekit	70	1	9	3	3		Special
Pochen	15	4	9	3	3		-2 steps to Attack Test
Serpent's Tail	N/A	4	13	5	3		Special
Showman's Blade	65	4	5	1	2		+3 steps to Conceal Weapon Tests
Stada	385	4	9	3	3	-1 for non-t'skrang	Special
V'strimon Tiachatet	N/A	6	3	1	3	+1	+2 steps to Attack Test

Essopar (Rapier)

Designer: Stanley Brown (AKA Vinsane)

The essopar is a dueling sword commonly used among t'skrang. The essopar has a long, narrow blade and an intricate basket hilt designed to protect the wielder's hand. The hilt can also catch a blade and allow the wielder to disarm his opponent with a simple flick of the wrist. Wielders gain a +1 step bonus to Disarm Tests.



K'tenshin Teno

The teno is a crescent-shaped weapon with the hilt aligned at a 90-degree angle to the blade. The teno is designed specifically for parrying, and its functionality as an attack weapon is somewhat lacking, although it can still deliver a nice punch in the hands of a skilled warrior.

Surprisingly, the notorious pirate house of Henghyoke introduced this weapon to Barsaive. One of these unusual weapons was taken from the body of a dead t'skrang pirate following a Henghyokian raid. A sailor took it to his village where it caught the eye of the gifted Weaponsmith, T'chan Sidra Teno K'tenshin. He saw beyond the simple trophy of war and used the weapon to design the teno.

Soon the new weapon caught on, and a variety of copies started to surface all along the Serpent's shores. Nowadays a person can buy the teno anywhere on the Serpent where there is a Weaponsmith worth his name.

The teno is often used as a secondary weapon along with a stada (a fighting style called Stada di Teno).

M'tekit (Reed sword)

Designer: Stanley Brown (AKA Vinsane)

The m'tekit is a training sword used by t'skrang Swordmasters. Created from the thin yet strong reeds found throughout the Serpent, the reed is interwoven with narrow strips of a special plant found in the river's deeper parts. The plant grows strong, sharp blades that are resilient to damage as long as they remain moist. While the blade is not very deadly, the stinging cuts from the m'tekit remind student

of the importance of defense. If a character using the m'tekit scores an Excellent success on an Attack Test, his opponent receives a cumulative -1 step penalty to all actions for 2 rounds (no more than a -2 steps at one time).

The blade, like grass, remains stiff as long as it is submerged in water for 2 hours in a 24-hour period. The grass quickly dries out and becomes brittle if out of the water for more than 24 hours, requiring new blades to be woven into the sword. There are rumors of some m'tekit that are threaded items made with a special scabbard lined with True Water to preserve the blades.



Pochen

A common weapon among the many t'skrang villages that dot the Serpent, the pochen is something between a long sword, an agricultural tool, and a boat paddle. Its shape resembles a scythe and it is believed that the first design was indeed based on a farm implement. The unique design makes it rather cumbersome and inferior to most other blades in a sword fight. The heavy blade compensates a little by giving it the same punch as a broadsword.

The pochen's poor balance causes expert swordsmen to shun it, but its low cost and the ease of its use make it the weapon of choice for many farmers along the Serpent. After all, in most cases, they are seeking to intimidate their opponents, not fight with them openly.

Serpent's Tail (Broadsword)

Designer: Stanley Brown (AKA Vinsane)

The serpent's tail is commonly used by House Henghyoke, but because of their reputation as pirates, other Name-givers are hesitant to use it. The weapon is curved with odd arcs throughout the blade, creating a myriad of edges that the wielder can use against his opponent. The serpent's tail is wickedly cruel and does an additional +1 step damage for each level of success of the Attack Test (+1 step for a Good success, +2 steps for

an Excellent success, +3 steps for an Extraordinary success). Unfortunately the wicked edges have a tendency to catch in the opponent's body and armor, so for each success above Average, the wielder must make a strength check versus the amount of damage dealt in order to dislodge the weapon from the opponent. This check not an action, but the wielder can only make one attempt per round and may not attack again with the weapon until it is dislodged.

Showman's Blade

"Is dis de royal theatre of Throal?"
"Either that or I'm on the wrong showboat."
"Heh?"
"Of course it is, it says so on the side of the boat."
"Can't read if my life depended on it, anyway Oi heard yer hiring actors for de new play of dumbinella?"
"Thumbnella, Well, yes."
"I wanna act in yer new play."
"But you're a troll."
"Yer must be one of dem detective Adepts. What was yar first clue, the big ass troll horns maybe?"
"Ok, ok, no need to get cross. Have you any previous experience in acting?"
"Come again?"
"What did you do before you came to me for an acting job?"
"Been a raider with the Song of Thystonius for the last ten yars, a darn fine ship Oi tell you."
"Ok, there are no raiding trolls in this play, but I think I can cast you as the happy fairy tinkergong."

—A job interview on the Royal Theatre of Throal's showboat
 (It says so on the side of the boat).
 —*The Book of Bad Choices*,
 by Ch'tal V'strimon.



"So, how are you and the beautiful lady enjoying your stay at Lake Ban?"
"Excellent, my dear boy, no complaints."
"Would you like me to get anything for you, sir?"
"No, thanks, I'm doing quite well."
"Something for your wife perhaps?"
"Good thing you reminded me. Go fetch a quill, I need to dictate a letter."

—A conversation between Kasanunda V'strimon, a famous Swordmaster,
 and the inn service boy at Lake Ban.
 —*The Book of Light Conversations*, by Ch'tal V'strimon

Many performers use this common show item to produce faked stage fights. The blade's upper half retracts into the lower part, creating the illusion of penetration. An animal bladder filled with some dark liquid usually adds to the effect. A secret mechanism locks the blade in retracted or full-length position. When retracted, the sword adds 3 steps to Conceal Weapon Tests, and when in full-length position it acts like a regular short sword.

Stada



The stada, despite its cost, is highly sought after by t'skrang from all over Barsaive. The blade's distinguished design reaps skin and penetrates internal organs. Unfortunately, the same design makes it somewhat less aerodynamic than a regular broadsword (hence the Initiative penalty).

The sword's special design makes it a challenge for regular Weaponsmiths. Because the blade becomes so narrow in certain points, a few hefty strokes would break regular metal. To overcome this problem, Weaponsmiths use a special combination of true elements to reinforce the weak points. This rather expensive process explains the stada's steep price.

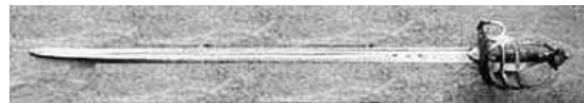
The stada's design makes it especially balanced in the hands of a t'skrang. (It is designed for a humanoid with a tail.) In the hands of other races, it loses its perfect balance. Other Name-givers who want to enjoy the stada's remarkable abilities without

suffering from the balance problem must pay twice to triple the stada's regular cost to a t'skrang weaponsmith for a custom designed weapon. These custom stada receive the same bonuses to Damage Tests on Good or better Attack Tests as regular stada, but have no penalties or bonuses to Attack Tests.

Special modifiers:

- Whenever the attacker makes an Excellent success on his Attack Test, the stada causes 6 steps of damage instead of the usual 4 steps.
- Whenever the attacker makes an Extraordinary hit with the stada, it causes 7 steps of damage.
- The stada is -1 step for Attack and Damage Tests if used by a non-t'skrang.
- The stada is +1 step for Attack Test if used by a t'skrang.

V'strimon Tiachatet



This excellent rapier from House V'strimon is a prime example of the extraordinary Weaponsmithing found on the Serpent. The only person able to make these blades is Tiachatet Hatori V'strimon, a well-known Weaponsmith master. His blades are usually the stuff of legend and are not for sale. Tiachatet may be persuaded to make one, if he can see a noble cause. However, since he retired he has refused all applications for new swords, even those sent by his own Lahala.

"Dear, you are the best woman in the world.
Yesterday I became convinced of this once again."

—Kasanunda V'strimon, a famous Swordmaster, writes a letter to his wife.
 —*The Book of Not So Famous Love Letters*, by Ch'tal V'strimon

SWORDS OF THE WILD SERVOS

“Mommy, I don’t like daddy.”
“Ok, but you must finish all the salad.”

—A wild Cathan in the Servos and his mother.
—*The book of Gruesome Conversations*, by Ch’tal V’strimon

Once before the Scourge, a slaver lord from a minor Theran house boasted in the ears of the first-governor. He claimed that given funds and army support, he would be able to clean the entire primitive human and t’skrang population from the Servos in a year and a day. For some reason, the first-governor took him on his bet and gave him the funds and the troops.

The slaver made a rough calculation of the total wild Name-giver population in the Servos and presented it to his governor. The final number of soldiers dedicated to the job remains forgotten, but the story goes that the first-governor based his calculation on the well-known fact that one Theran soldier equals five regular soldiers from less enlightened countries. Now when we compare the fine Theran adept, equipped with the best weaponry and magic Thera has to offer, to a wild forest Name-giver, a ratio of one soldier to ten tribesmen should be considered more than sufficient.

Alas the wicked laugh of Passions. The one to ten ratio turned out to be correct, except that the numbers in the equation were upside

down. The Theran’s technological and magical edge did nothing to balance the equation; it only made it worse. Theran heavy armor laden with magical protection dehydrated the soldiers and dragged them down into bottomless, boggy swamps. Iron swords rusted in the damp air and magical spells were wasted on the ghostlike tribesmen who danced circles around the weary would-be slavers.

In their natural element, the tribesmen’s primitive wooden, bone and stone weaponry proved far more effective than cold steel.

Needless to say, this was one of the more shameful chapters in the proud imperialists’ book.

The following several swords are occasionally glimpsed in the Servos. The wild t’skrang favor stone-tipped and stone-made weapons, while the Cathan favor wooden and bone weaponry. But since both steal and copy almost everything (including culture) from each other, there is no real distinction between the humans and the lizardmen of the forest.

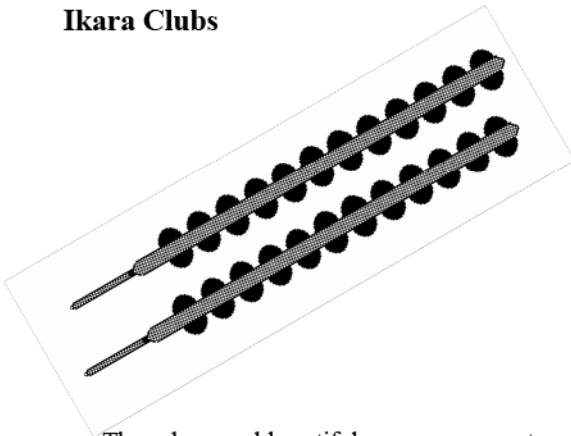
Name	Cost (sp)	Damage Step	Strength Min	Weight	Size	Initiative Step Modifiers	Other Modifiers
Croc Clubs	N/A	4	5	1	3		
Ikara Clubs	N/A	3	5	1	3		Can serve as 1 dose of healing potion / week
Louchli Bone Sword	N/A	5	11	3	3		Additional step 5 heat Damage
Makea Bone Swords	N/A	5	11	3	3		
Patu Patu	N/A	3	11	3	2		

Croc Clubs



This weapon is a combination of enforced wooden paddles encircled with jagged crocodile teeth. The croc clubs are mainly used for river canoe rowing, but can turn into a deadly weapon in times of need. They serve as a nasty surprise during river raids.

Ikara Clubs



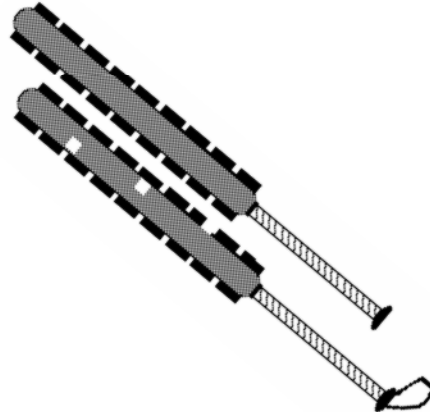
These long and beautiful weapons are not crafted or made in the usual sense of the words. They are in fact the flower stems from a huge tree called the ikara. The pointy discs jutting from the sides are huge globs of pollen.

The tribe's shaman puts the stem through some process to toughen it without causing it to lose vitality or flexibility. The ikara thrives only in a humid environment. If taken out of the jungle, it will die within 3 to 6 days. The ikara club can thrive in the jungle for a year and a day before it dies.

Once every week, one can cut the stem open with a knife and suck out the juice. This ikara juice is equivalent to one dose of healing potion. The stem wound will heal itself in five days. It is possible to give the ikara 2 wounds for 2 immediate healing potion, but such an act kills the ikara.

The location of the few ikara trees is kept secret. A tribe who owns a tree is considered blessed. Any member of such a tribe would guard its ikara tree with his life.

Louchli Bone Sword



The louchli is made from two different kinds of minerals found in different parts of the Servos. Lathai or "white stone" is rather common and can be located near chalk stratum. Ach'tal or "black stone" is rarer and can be found in small quantities near old volcanoes. The louchli stone sword's hilt is made from the lathai and the black rectangle like discs are made from ach'tal. The combination allows the Servos warriors to enjoy the unique qualities inherited from both stones. The lathai stone is an excellent heat insulator while the ach'tal stones store heat.

Before an upcoming battle, the warriors bury their louchli in their campfire's burning coals for sixty minutes. The ach'tal stones store the heat of the fire and glow red for several hours after they are removed. The lathai hilt, on the other hand, is merely warm to the touch after an hour of immersion in red-hot coals.

The louchli sword does an additional step 5 damage (d8) on a successful Attack Test after it is given the fire treatment. This additional damage is reduced by one step for every hour that passes after the fire treatment.

Many t'skrang hunters on long hunting trips use the fabulous qualities of the louchli to cook their meals (like when it is too rainy or too dangerous to light a fire). For carrying the hot louchli after a fire treatment, the natives use lathai-lined scabbards or pouches.

Circle: 3 Shamanic Spell

Enhance Ach'tal Ritual

Threads: 1 **Weaving Difficulty:** 11/18

Range: Touch **Duration:** See below

Effect: Willforce + 5

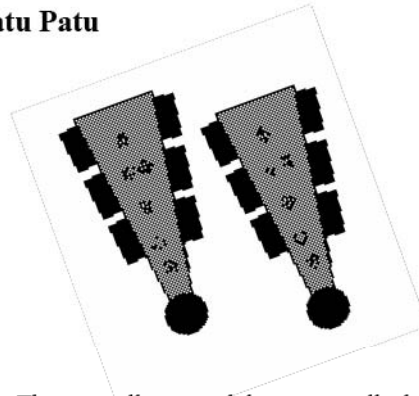
Casting Difficulty: 7

Author: CPD

The Enhance Ach'tal ritual takes 1 hour to complete. During this time, the Ach'tal stones are dipped inside burning coals. At the end of the ritual, the caster touches the stones and makes his Test against the stones Spell Defense (7). A failure means that the Shaman has burned his hand (step 5 damage).

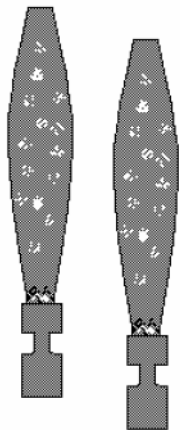
On a success, the Shaman has extended the ach'tal's heat storing ability to the spell effect * days instead of the regular 5 hours. The Shaman can use a single ritual to enhance his Willforce * number of louchli swords (or Willforce * 10 pounds of ach'tal).

Patu Patu



These small stone clubs are usually kept for ritual magic, but sometimes they are used in major wars against other tribes. The symbols etched on their surface have specific tribal meanings. Each Cathan tribe has exactly two Patu Patu clubs and each tribe has a single warrior who carries both in battle. The significance of this is still unknown.

Makea Bone Swords



Makea bone swords are made from a crystalloid mineral. As powerful as regular steel swords, their sharp edges are somewhat brittle. Every time a character makes an excellent hit, the Makea loses one step of damage.

The crystal has rejuvenating qualities. A keen edge will regrow unless the sword's Damage step is reduced to 0. A damaged sword's crystal will heal itself at the rate of 1 step/ 3 days.

HUMAN TRIBAL SWORDS

Name	Cost (sp)	Damage Step	Strength Minimum	Weight	Size	Initiative Step Modifiers	Other Modifiers
Dinganni Spatta	N/A	5	13	5	4		Special
Scavian Buticher	95	4	7	2	3		+1 step for Parry Tests
Scavian Chiaf	N/A	5	9	2	2		+1 step for Parry Tests
Scavian Tacheck	N/A	4	7	2	3		+1 step for Parry Tests
Vorst Gut Spiller	N/A	5	9	3	3	-1	-1 step for Attack Test
Vorst Long NeCho'	N/A	7	9	3	3		-2 steps for Attack Test
Vorst Short NeCho'	N/A	5	7	2	2		-1 step for Attack Test

DINGANNI SWORDS

Spatta



- The spatta adds +1 to Damage Tests made from horseback.
- The spatta adds +2 to Damage Tests made from horseback, when the Attack Test result was an Excellent success or better.
- The spatta adds an additional +1 bonus to Damage Test made at full charge.
- The spatta deducts -1 from Attack Tests performed on foot.

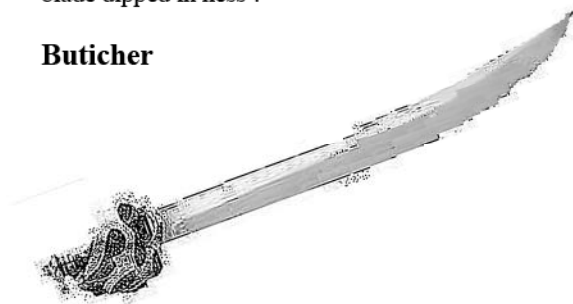
Dinganni favor slashing weapons that are used from horseback. Being a small tribe and constantly on the move, they currently lack the resources to create their own steel swords. The only exception is the spatta, a part of their pre-Scourge heritage. Its long and heavy blade is made for heavy horseback attack and produces satisfying results on a full momentum charges. The Dinganni jealously guard their remaining spattas and will never trade one for any price.

SCAVIAN SWORDS

The river people's weapons are light and flexible. The Scavians prefer to carry short arms that will not encumber them. It is rare to see a bargeman using something longer than a short sword.

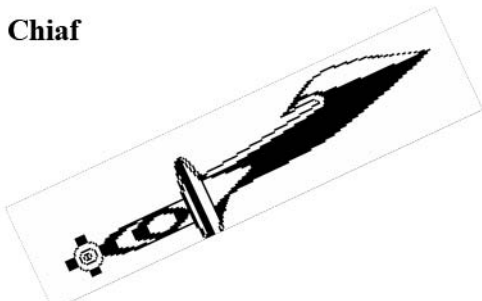
Their constant contact with water while plying the humid Servos means that Scavians are greatly concerned with keeping their weapons free of rust. The barge people produce a special material (called ness'), which can keep an iron blade free of the ravages of oxidation for a year and a day. The secret of making ness' is closely guarded by the Scavians. They usually charge 20 sp per blade dipped in ness'.

Buticher



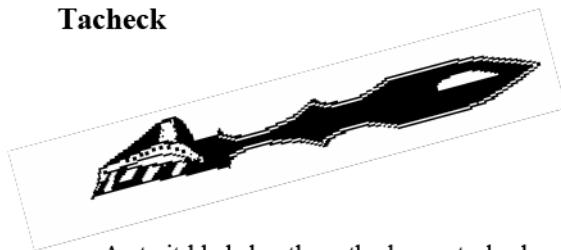
The butcher cutlass is another fine example of Scavian weaponry. In recent years, it has gained popularity all over the Serpent and it can be seen in the hands of t'skrang captains and raiding trolls.

Chiaf



The chiaf is a short sword with a wide, heavy blade (which explains the impressive damage for a short sword). It is made of a special alloy that is heavier than regular steel but, surprisingly, does not sink when dropped in water. This strange quality, plus the fact that chiaf alloy making is a lost secret, makes the chiaf sword a rare and desirable object for the river people.

Tacheck



A strait-bladed cutlass, the heavy tacheck is standard equipment for river raids. Its convenient hand protection is designed to make parrying easier.

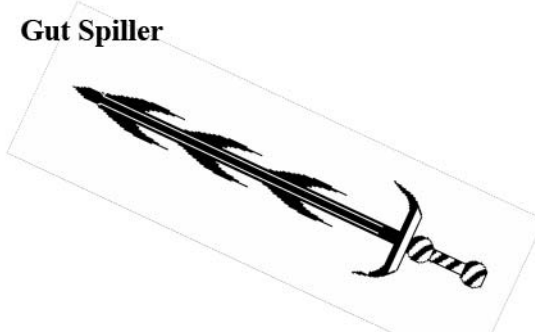
VORST SWORDS

The Vorst takes their weapon making very seriously. Each blade is handled with the utmost care, craftsmanship and accuracy. Prior to being bloodied in battle, the weapons are taken to the Vorst's shamans for a blessing. These barbarous people make some of the best weapons in all of Barsaive.

Like everything else done by these humans, Vorst weapon design is focused on functionality. The brutality of their legacy is clearly mirrored in these sharp edges.

Unfortunately for buyers seeking Vorst weapons, the tribesmen do not sell their weapons and will never willingly part with them. The only known person to have received a Vorst sword as a gift was Tigamar Seles, an ork questor of Garlen from Vivane. When a Horror-induced plague hit the Vorst, he was the only person willing to come to their aid. Overcoming numerous dangers and difficulties (his main problem was convincing the suspicious Vorst he was there to help), he managed to save the entire tribe from extinction.

Gut Spiller



The gut spiller is another fine example of the cruelty and effectiveness of Vorst weapons. In one legend, the Vorst hero Analsabel used a gut spiller to dispatch a cruel wormskull before his fifteenth birthday.

- A wound induced by the gut spiller on an Excellent or Extraordinary Attack Test will continue to bleed, doing automatic step 5 in the following rounds. In order to stop the bleeding, the attacked character must either make a successful Knockdown Test (using toughness step instead of strength step) or attend to his wound immediately (through mundane means, a talent, or a potion). Until he makes his Knockdown Test, or attends to the wound, the character continues to bleed for step 5 Damage each round.
- A wound induced by the gut spiller will automatically induce a -1 step penalty to all actions until it is healed, even if it is the first wound taken.

Long and Short Necho'



The Vorst long and short necho' are excellent examples of the effectiveness of their weapons. It is difficult to penetrate armor with these blades, a fact more than compensated for by their upgraded Damage step.

BLADES FROM BEYOND BARSAIVE

Note that weapon price is given for the weapon in its land of origin. If anyone manages to get his hands on these blades in Barsaive, the price will likely be three to four times higher.

Name	Cost (sp)	Damage step	Strength Minimum	Weight	Size	Initiative step Modifiers	Other Modifiers
Cathayan Dao	N/A	5	9	3	3		+ 1 step to Attack and Damage Tests from horseback.
Cathayan Jian	N/A	4	7	2	2		
Jan Bokken	N/A	0	3	1	3		
Jan Katana	N/A	7	7	2	3	Fast Draw*	+ 1 step to Attack Test.
Jan Ken	N/A	2	2	1	1		
Jan Kodachi	N/A	4	4	1	2		+1 step to Parry Test
Jan Ninjitsu	N/A	4	3	1	2	1	
Jan Tachi	N/A	6	11	4	3		+1 step to Attack and Damage Tests from horseback
Jan Tanto	N/A	2	2	1	1		
Jan Wakizashi	N/A	4	5	1	2	Fast Draw*	+1 step to Parry Test
Maracan Scimitar (Long)	220	6	7	2	2		-1 step to Parry Test
Maracan Scimitar (Short)	120	5	9	3	3		
Rajub (Creanan)	150	Sword – 5 Whip – 3	9	3	Sword – 3 Whip – 8		Cannot parry in whip form

*Fast Draw – allows a +1 on Initiative Test made on the first round of combat.

Cathayan Dao



The dao is a category of single-edged Cathayan broadswords, primarily used for slashing and chopping. Dao literally means “knife.”

The daos have changed shape significantly through the centuries and have specific names based on their standard shapes. Different regions of Cathay have their own distinctive styles. They are characterized by a whole or partially curved profile and come in a large range of sizes. Sometimes they are attached to the end of a long staff and are then known as “long-handled broadswords.”

Daos are the weapon of choice for Cathayan cavalry and gain +1 to damage when used from a horseback.

Cathayan Jian



This blade is the Cathayan version of a straight short sword. It is sometimes as part of a double hand combination.

JAN WEAPONS

East of Cathay on the island called Jan live a fierce warrior race. Their steel making and sword making is legendary, even as far away as Barsaive. Swords and other tools sometimes surface in Barsaive, usually in the hands of Cathayan merchants in Urupa. The mastery shown in the making of these weapons is unparalleled to anything seen elsewhere.

Jan Bokken



The bokken is a katana practice sword made of wood.

Jan Katana



The katana is the warrior’s blade in Jan. It is a slightly curved, single-bladed weapon meant for both thrusting and slashing attacks. The katana is worn by the warrior class and is usually paired with the wakizashi, or short sword. The combination of these two weapons is called daisho, and wearing them both represents social status and personal honor. The scabbard of the katana is referred to as the “saya,” and the (usually well-decorated) hand guard is called “tsuba.” The making of the katana is a kept secret amongst Jan weaponsmiths. All that is known is that the process is time consuming and it produces the sharpest edge in existence.

Jan Ken

The ken is a type of tanto. It is a ritual dagger that is used only by a single sect of Jan monks.

Jan Kodachi

The kodachi is a blade that is too small to be considered a sword but is too big to be considered a dagger. It is mainly used for parrying.

Jan Ninjitsu



Existing only in the rumors and legends that trickle in from far-off Cathay is a cult of mysterious assassins that puts even the notorious Hand of Corruption to shame. If only a tenth of the legends are true, these strange, Cathayan warriors are able to walk on air, breath underwater, climb or pass through vertical walls, and cannot be seen or killed.

Last month, an anonymous Cathayan merchant in Urupa sold a short blade that supposedly belonged to such an assassin. True or not, this short sword does possess some peculiar attributes.

As recorded from the scrolls of Asaff Ashtar (Urupan Scholar):

“The blade is close to 20 inches in length. It is straight and made from unfamiliar black metal. This metal is very strong and will not bend, despite the weapon’s fragile appearance (Asaff Ashtar is a troll). The blade is very sharp, even touching it lightly caused me to cut my finger.

A thin hollow tube goes through the length of the blade. It is probably some means of injecting toxic substances.

The hilt is uncharacteristically long for such a short blade, and it made me suspect there was something more to it. Indeed, after playing with it for a while, I’ve solved the puzzle. At a certain angle, the top of the blade can be removed. I think the merchant who sold me the weapon wasn’t aware of this fact. It turned out that the hilt holds a hidden compartment. When I opened it, four curious star shaped metal disks, a thin metal cord (perhaps strangling tool), and a small bottle containing a pink substance fell out (I’ll assume the substance is toxic and will analyze it later).

When I opened up the blade, I must have triggered some defense mechanism because I

felt a sting. An intriguing trap caused a needle to jump out and bite my prying finger. I’ll go check it later at Garlen’s temple, I doubt if such a small needle can deliver anything dangerous to a creature of my size.”

Note from Asaff Ashtar’s apprentice:

“My master died three minutes after we completed the report. There were no alarming signs to warn us of the upcoming disaster. One moment he stood there talking to me, in the next he collapsed to the floor. His big heart simply ceased to beat. May Astandar preserve his soul. I threw the wretched blade into the trash.”

Jan Tachi

The tachi is the longer sister of the katana, and it is believed to be the katana’s predecessor. It is more curved and slightly longer than the katana and is mainly used by cavalry.

Jan Tanto



The tanto dagger is another weapon for use in combination with the katana. Many Jan warriors prefer to wield it on the battlefield rather than the larger wakizashi, because the tanto is less likely to get in the way.

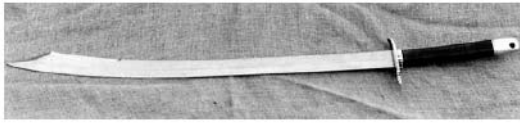
Jan Wakizashi



The wakizashi, or short sword, is the smaller sister of the katana. They are usually worn as a combination called daisho.

Maracan Scimitars

Long and Short Combination



Maracan steel and weaponry are considered some of the finest in the world, although they are very rare in Barsaive. Brought to Barsaive by the Theran occupiers, they are now difficult to obtain after the war. Someone who has his heart set on obtaining a pair of genuine Maracan scimitars might find Urupa and Barsaive's southern settlements the best bet.

Rajub (Creanan)

AKA Whip sword, or "The Demise of Shaduz"



Legend tells of a powerful warrior who came from the southern lands bordering Creana. Shaduz he was called, son of vengeance, and fear spread wherever his shadow fell. And indeed it was whispered he was Malek's own son, an avatar to the god of malice and the hot desert, come to extract vengeance upon Tabru for stealing the heart of Ureth so long ago.

Shaduz managed to unite, enslave, or destroy all of the warrior tribes south and west of Creana. Tough warriors his people were, of bronze skin and heart black as the Pharon's grave. Wherever Shaduz marched, his army conquered and razed, leaving charred ground

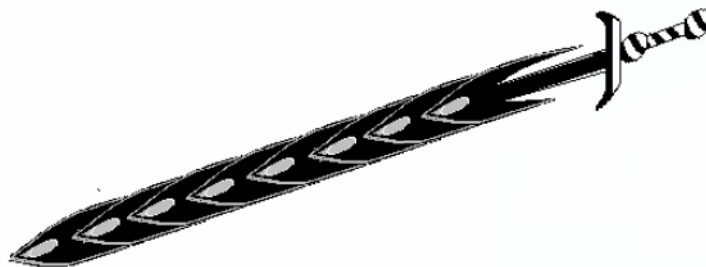
where once green fields grew. The Pharon sent his armies against him but none of his generals could stand the onslaught of Shaduz, for his cruelty was that of the desert and his cunning great. In his right hand, Shaduz held the sword of the desert sand, a searing white blade that burned and melted whatever it touched: wood, flesh, and even metal.

The Pharon of that time, Raam-Te-Tep III, the spirit of Tabru that walks among mortals, went to seek consort from his long time lover, Ureth Lifegiver. Ureth saw him in his sorrow, and out of its dark cold depth she drew forth a sword, a sword the likes of which none have ever seen before, the rajub. And Ureth gave told the Pharon: "Take this sword, as it holds the essence of the river and it may chill the fury of Shaduz for his father loves me still."

At last came the day when the armies of Shaduz stood on the gates of our glorious capitol Karnard. And Shaduz stepped forward

and called for the Pharon to come out of his hideout and duel with him properly, as a god should. The Pharon consented in spite of his Vizier's advice and went to meet Shaduz in battle. The son of Malek raised his searing blade, threatening to burn down the living god. But the Pharon drew out his blade, and behold, like a wave on the river it stretched and stretched until it became thin and long and it pierced Shaduz in the middle of his face. When Shaduz's generals saw their leader fall, they dispersed to the four winds. And so it became that the perfect land remained perfect.

The downfall of Shaduz is celebrated every year. The height of the celebration is



when the Pharon nominates the new candidates to his elite guard, presenting a rajub sword to each of the selected few.

The rajub is an unusual sword that can turn into a cruel whip. It is made of a hilt and several crescent shaped blades each connected to the next (the last one connected to the hilt). They are connected by powerful and flexible cords made of special metal.

The hilt contains the mechanism to shift between the sword and the blade whip modes. The switching mechanism is usually in the form of the button hidden in the hilt. Some rajub blades have intermediate modes of part-sword, part-whip but they will not be discussed here. Switching between modes is almost instantaneous and requires no action.

In sword mode, the rajub functions just like any other blade of its size. In whip mode, the flexible thongs extend from the hilt and from each blade, turning the sword into a bladed whip. In whip form, the user has a much longer reach, but cannot parry.

The rajub was invented in Creana, but even there it is not widely in use. The only people allowed to carry it in Creana are the Pharon's elite guard. Any other person carrying a rajub in Creana risks the death penalty. At some point a Theran weaponsmith must have found the rajub endearing, for someone brought it to the Island, and from there it has spread all over the known world.

The following whip skill can be learned using the rajub:

Ensnare Limb

Type: Skill

Step: Rank + Dexterity Step

Action: 1

Strain: 1

Weapon Use: Rajub.

To activate this skill, the character must make a "called shot" and declare which limb he is attempting to hit (note that the Attack Test is made at -3 steps for called shots). The attack is made using Ensnare Limb skill step instead of the Melee Weapons talent or skill.

With a successful hit, the character ensnares the target's limb. The defender takes usual damage from the whip, and it takes (Ensnare Limb Rank / 2) Rounds for the target to release a snared limb. During this time, the target cannot perform any sort of action with the ensnared limb. All the target's actions suffer a -2 step penalty and his Physical Defense drops by -2. As long as the whip is actively ensnaring a limb, it cannot be used for any other action. The attacker can decide to release an ensnared victim at any time.

Different areas may be ensnared with a whip. The rules only apply, of course, to creatures that have the appropriate limb. (Trying to snare the neck of a bloatform is rather futile).

1. *Arm* – The arm is considered immobilized until the target releases the whip. If this hand is holding a melee weapon, attack with that weapon is impossible.
2. *Torso* – The person cannot move beyond the whip's reach.
3. *Leg* – The attacker may try to trip the target. (The target cannot weigh more than twice the attacker). The attacker and target roll opposed Strength Tests (remember the target's penalty of -2). If the attacker's result is greater than the target's, then the target is "knocked down" (use regular knock down rules). If the target's strength roll is greater, then the attacker has lost his whip.
4. *Neck* – Hitting the neck is harder than hitting a regular limb (-4 step penalty instead of the regular -3 step penalty for a called shot). If the attacker hits, he can attempt to choke the target. The attacker and target make opposed Strength Tests (the target rolls with a -2 step penalty). If the target's roll is lower than the attacker's, then he cannot breathe for this round. A defender can hold his breath while struggling like this for Toughness / 3 Rounds. If the attacker wins a consecutive number of Rounds equal to the target's Toughness / 3 then the target falls unconscious. Treat this as if the target has reached his unconscious rating but has not lost and damage points on the way. If the target wins on any round, the struggle begins from anew (the attacker must win consecutive Rounds). At any time, the target can decide perform some other action instead of struggling against the choke of the whip (such as attacking the person choking him). Every action preformed in this situation suffers from a -4 step penalty (instead of the regular -2). In addition, the target is considered to have automatically lost the choking struggle in any round in which he does not struggle against the whip.

NON-THREADED MAGICAL BLADES

"My grandfather was an extremely brave man. He once entered the lair of Kazharat the Disruptor all by himself. He had only a simple magic sword at his side."

"He probably got a lot of applause when he got out."

"I didn't say he got out."

—Barasivian boy bragging of his ancestor.

—*The Book of Light Conversations*, by Ch'tal V'strimon

Name	Cost (sp)	Damage Step	Strength Minimum	Weight	Size	Initiative Step Modifiers	Other Modifiers
Atelal	N/A	9	17	7	4	+1	+1 step to Attack Test
Jinari Scimitar	N/A	7	9	3	3	+2	+3 steps to Attack and Damage Tests vs. Therans
Mashez Ripper	N/A	5	9	3	4		-2 steps to Attack Test
Rephy Sword	2100	3	9	3	3		+2 steps to Attack Test. Cannot parry or be parried

Atelal (Liferock blade)



Picture by Sade

The liferock rebellion sword

It is no secret that the obsidimen's liferock is much more than a residence for the silicon based Name-givers. It is a living creature, a mother and father, home and Pattern. Everything that an obsidimen is, was, or will be, is connected to his liferock. And like a parent protecting its children, liferocks will go to any length to support and help their children in time of trouble. When quick, decisive action

is required, the liferock may even help in the forming of an "atelal," a liferock blade.

Since a liferock stores the knowledge of all the obsidimen it ever created and assimilated, it can produce an almost limitless number of tools. Its only limitation lies in the materials it has at hand. A tool fashioned by a liferock is always the most perfect one that can be produced. If a liferock makes a bowl, then

that bowl would have a perfect round form with perfect engravings, if it makes a chair, then that chair would be the most comfortable one that can be found, and if it forges a sword, then that sword would be able to split rocks.

Liferock blades are always beautiful and sharp, and no two are alike, as no two liferocks are alike. They are even made from different materials corresponding to the liferock's location and the ores available to it. Some will be made from iron, others from crystal, and still others will be created from plain rock.

A liferock will rarely produce more than a single blade in four hundred years, if it makes even that many. The blade, of course, is a great sword that will not sit comfortably in the hands of a Name-giver smaller than Obsidiman.

These rare blades are the stuff from which legends are created. A Name-giver can never own a liferock blade; it is part of the liferock. Even obsidimen who are part of the liferock that created the blade cannot own it. They can only borrow it for a limited time.

Thread weaving to Liferock blades is possible, but the effect differs from liferock to liferock and even from blade to blade. For instance, the liferock trapped beneath the behemoth in Lake Ban was said to produce a beautiful blade to fight Therans and their minions. It gave special protection against Theran magic wielders.

Jinari Scimitar

"We disagree with the Therans only on the agrarian issues,"

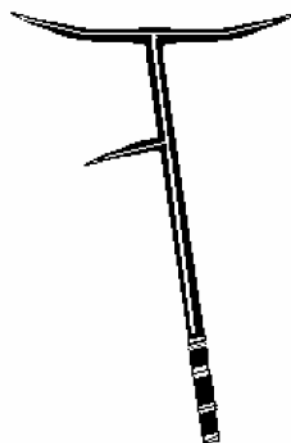
"They want us to lie in the ground, which is precisely what we want them to do."

—A Jinari spirit gets a pre-battle inspiration in front of his Sufrik warriors.

—*The Book of Smart Military Sayings*, by Ch'tal V'strimon

The Jinari spirits of Marac, (the mysterious desert spirits that watch over the Sufrik nomads), sometimes grant their children boons and gifts, helping them to withstand the onslaught of the Theran occupiers. These rare weapons usually imbue their user's reflexes with greater speed. Jinari weapons in the hands of a Theran would immediately become cursed (-5 steps to Attack and Damage Tests).

Mashez Ripper



The mashez ripper is a strange sword that originated from Landis and Cara Fahd. The name of the sword comes from orkish, "mashez" being their word for insects—meaning "things that should be stepped on."

Mashez rippers are made from unfamiliar material thought to exist only on the invae home world, were first seen used by invae soldiers of high status.

A warrior who captured such a blade and used it in battle noticed that the insect men avoid him like fire. It was discovered that for some reason the blade induces fear in the cold heart of the invae spirits and such weapons became sought after during the war. Always rare, these blades are now considered priceless, especially in invae-infected territories like Shosara.

A person displaying this blade will be avoided by invae. In battle, the insect men will always pick other targets. If forced to fight a person wielding the mashez ripper, an invae will suffer a -5 step penalty to all actions.

Rephy Sword

The arts of Elementalism, Weapon-smithing, and a spark from a genius created the Rephy sword.

It all began when a wizard named Shamai of House Nisan stumbled upon an ancient (pre-Scourge) manuscript in the Great Library of Throal, detailing the adventures of one Rephy Avihar in astral space. Avihar claimed to have stumbled upon an unknown netherworld he

named the RePHY dimension or RePHY space. This netherworld has multitudes of juncture points with physical space. Retracing Avihar's steps, it took Shamai several years to locate the RePHY netherrealm. He found an alternate world so unlike our own, that it took him several more years to explore it. None of the materials he encountered was known on earth: even the laws of nature did not apply. One of the most notable phenomena he encountered, and later reported in a detailed work, was the strange behavior of space, or more accurately the lack of it. Shamai discovered that the distance between any two points in RePHY space was relative to thought. It meant that anything in RePHY space could be transported from one point to the other by the power of thought alone. After several years of research, Shamai wrote a short manuscript on the RePHY netherrealm, discarded it, and resumed his lifework (turning bird droppings into gold). His work lay aside, accumulating dust in the Great Library, until Lukre Grime picked it up fifteen years later. Grime was not the great theorist that Shamai was, but he was, among other things, a man of action. An Elementalist by occupation, he figured he could use Shamai's research for practical purposes. But it was his friend, an old Archer adept named Tholoriel Steady Arm, who finally gave him the answer. Together they created the RePHY archery Talent and RePHY arrows. The unexpected success drew them into other directions and they turned to weaponsmithing. Thus was born the RePHY sword.

Grime applied the rules of the RePHY dimension to create a blade that was part RePHY essence and part mundane. The result was a long sword with most of the blade

located in the RePHY dimension. To the mundane beholder, it appears that the person carrying the RePHY sword holds a hilt without a blade. A short blade edge appears to hover in mid air above the hilt. This edge is actually the mundane extension of the RePHY blade.

Of course, parrying against a blade that physically sits in another dimension is impossible. Only another RePHY blade can parry the RePHY sword. In fact, the hovering edge confuses defending foes, making it difficult to guess the RePHY sword's motion and avoid RePHY attack (hence the +2 Attack Test bonus). On the downside, a RePHY blade cannot parry a mundane blade.

RePHY fencing technique involves only thrusting and no slashing. Randagar swift arm, a notorious Swordmaster who mastered the RePHY sword, developed a special magical form called the RePHY Extension knack.

RePHY Extension

Discipline: General

Talent: Melee

Weapons

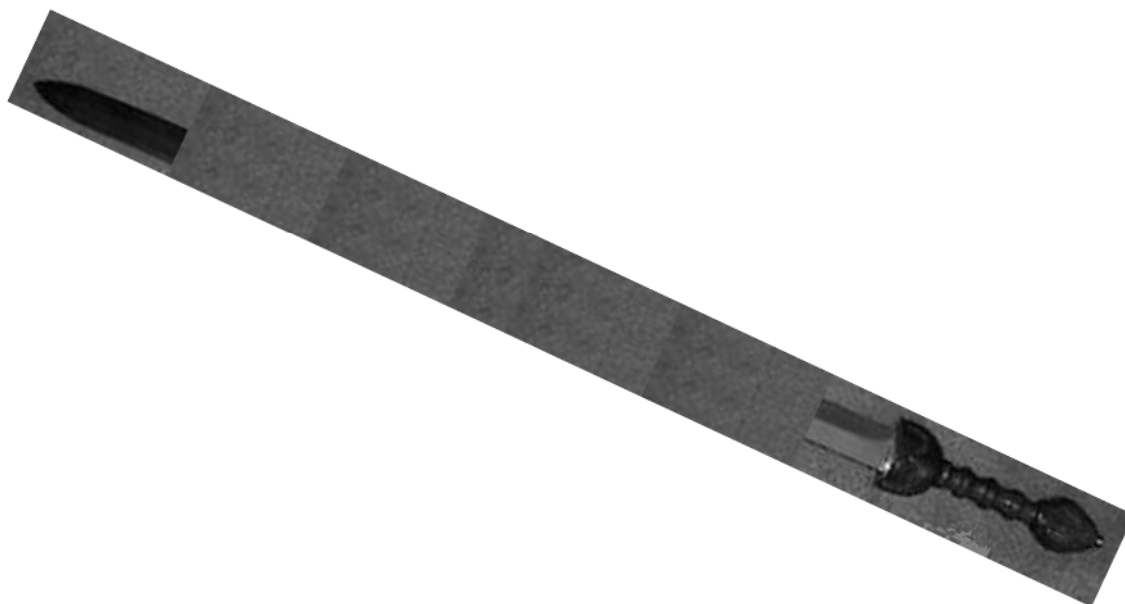
Rank: 5

Cost: 100

Strain: 1/10 yards

Author: CPD

Using the RePHY Extension talent knack, a fighter can increase the gap between the RePHY sword hilt and the blade tip. Blade extension takes 2 rounds/10 yards to complete up to a LOS maximum. In extended form, it is possible to fight with the sword but the user loses the +2 step Attack Test bonus. Each 10-yard extension beyond the first 10 yards induces a -2 step penalty to the Attack Test.



THREADED BLADES

Jalaher's Jaisash

Maximum Threads: 4

Spell Defense: 16

Jalaher's Jaisash looks like every other jaisash. In the hands of a Jasprey questor, however, the blade glows and emits a soft blue light. Only questors of Jasprey can weave threads to it. Only Legend Points earned by performing acts of devotion for Jasprey may be spent on raising the sword rank.

Thread Ranks

Rank 1 **Cost: 500**

Key Knowledge: The character must learn the Name of the jaisash.

Effect: The damage of the sword is STR + 6 steps. It also adds 1 step to the questor's Rank for all Questor related powers.

Rank 2 **Cost: 800**

Key Knowledge: The character must learn the Name of Jalaher's village.

Effect: The damage of the sword is STR + 7 steps and has no attack penalty. It also adds 2 steps to the questor's Rank for all Questor related powers.

Rank 3 **Cost: 1600**

Effect: The damage of the sword is STR + 9 steps and has no attack penalty.

Rank 4 **Cost: 2600**

Deed: Jalaher's was abandoned after the Scourge. A Bloatform corrupted the nameless Bandit. After seeing its plans destroyed, the Horror took its revenge on the village after the Scourge. The Horror dwells today inside the village well, and the village became the headquarters of a notorious band of bandits called the Blood Daggers. The bloatform, of course, marked and corrupted all the bandits long ago.

The character must learn the location of village (at the feet of the Thunder Mountains, near the Byrose tributary), and eliminate the nest of bandits, the Horror, and all traces of Horror taint. After the village is free of the taint, the character must rebuild the village. He should buy the land. The current owner is a Travarian merchant who would love to get rid of it (for a price). Then he must convince no fewer than 30 families to settle in the village (and he must give them the land for free). Then at last he should place Jalaher's Jaisash at the village center and give it up forever for the prosperity of the village. Finally, at the feast on Jalaher's victory day after the village's first harvest, he can weave the last thread. This thread is permanent and cannot be removed by another questor, even though the Jaisash is no longer in the character's hands. This deed grants the character 50,000 LP.

Effect: Adds 3 steps to the questor's Rank for all Questor related powers. It also grants the questor the Summon talent at Questor Rank + Willpower + 4 (This power works for summoning nature spirits and wood elementals only). Once every year and a day the Questor gains the Summon Land Power (see below).

Summon Land

Step: Questor Rank + Willpower (Note: Questor Rank must be higher than 6 to activate this power)

Strain: 2 permanent damage points.

This power is special for questors of Jasprey. It grants the questor help from the surrounding area (roll the Summon Land step to learn the area in miles affected by the summoning.) All nature spirits, wood elementals, domesticated, and wild animals in the affected area will rush to the questor's aid. The specific effects of this power are left to the GM, but they should be something spectacular.

Jollum's Meat Blades Yig and Yag

Designer: Svenn T. Mauseth (AKA Kin)

Maximum Threads: 6

Spell Defense: 14

The Yig and Yag are a pair of meat choppers from Chatay with several unique attributes. They both have matching runes etched on the upper part of the blade, and their grips are made of pure steel.

The blades were made and are still owned by the famous cook, Jollum Trickster. He is a bald quartling Cook/Troubadour with a huge moustache who owns one of Bartertown's most well-renown restaurants.

With help of his two meat choppers (and some other magical equipment), Jollum can cut, chop, slice and make food better and faster than anyone else in his trade. Jollum always carries his blades inside two matching scabbards, strapped on each side of his big belly.

For more information about Jollum, see the Emotion Food Knack in the EDPT Encyclopedia section. For more about quartlings, look for the upcoming Minor Races of Barsaive project.

Thread Ranks

Rank 1 **Cost: 500**

Key Knowledge: The wielder must know the Name of the blades

Effect: Adds + 1 step to Charisma step in Interaction Tests.

Rank 2 **Cost: 800**

Effect: Adds + 1 step to the user's Emotion Food Knack Tests.

Rank 3 **Cost: 1300**

Key Knowledge: Know the first creature dissected by the blades (a giant boar, a "warpig," more information in the EDPT Encyclopedia)

Effect: Adds +2 steps to the user's Emotion Food Knack Test. Adds + 3 steps to

Melee Weapon Talent when the character tries to chop off a limb, i.e. no Called Shot penalty. In addition, the user only needs an average success to cause 1 wound.

Rank 4 **Cost: 2100**

Effect: Adds + 5 steps to Melee Weapon Talent when trying to chop off a limb.

Rank 5 **Cost: 3400**

Key Knowledge: The character must know the first Horror Jollum butchered with his meat axes (Worm skull)

Deed: Slay a Horror of at least 3000 LP using the choppers. This Deed is worth 3000 Legend Points.

Effect: Adds + 4 steps to the user's Emotion Food Knack. The meat blades may also be used as throwing weapons and have a boomerang effect. At the user's command (a successful Willforce + Cook Test against the blades' Spell Defense), they return to the owner's hands. Range: 40 / 80 / 120 yards.

Rank 6 **Cost: 5500**

Key Knowledge: The character must learn where Jollum won his first cooking contest, and what kind of food he prepared at the competition. (Scavia, Roasted griffin with Talean mushroom sauce and corn.)

Deed: The character must visit the place where the contest was held and prepare the same meal. This deed is worth 5500 Legend Points.

Effect: Adds + 6 steps to the user's Emotion Food Knack. Also imbues the user with the meatloaf ability. The user may attempt to prepare a meatloaf from any piece of meat within 1 round. The character performs 1 Melee Weapons Attack Test. On a good or better success, the user rolls his Cooking Artisan Skill Test. He then chops the meat (or target!) number of times equal to the result of the Cooking Test (roll damage for each hit).

OPTIONAL RULE: CUSTOM SWORDS

Neit'ka'l Syrtis tapped her pouch, causing the yellow discs inside to jingle merrily.

"A person would always be wise to humble his affluence; one can never know whose eyes are prying." Her tutor used to say.

Well, she thought, that may be true, but a wise person (or even one with a small brain) would never touch the pouch resting on the belt of Neit'ka'l Syrtis, Swordmaster champion of the Leaping Barracuda tourney.

The young t'skrang Swordmaster walked an easy step, whistling a well-known tune called "A Legend Born Walking Down the Street." Despite the carefree and the careless air she tried to exude, Neit'ka'l was well aware of the lusty and the envious looks she was getting from the many of the passersby (lust from the male streetwalkers, envy from the females).

I'm a looker, what of it? Humility is for questors and shy maids.

Finally she stopped in front of Old Mannu's smithy; the clang of hammer on metal from inside filled the street with the merry melody of hard work. Neit'ka'l Syrtis opened the door without knocking and practically danced her way inside, peering around the familiar shop.

Mannu stood at the hot forge, Neit'ka'l had never seen him anywhere else. It was as though the dwarf had welded himself to the floor using the forging magic of his Discipline. Despite the deafening sound of the hammer, he noticed her immediately and ceased his labor.

"Is it ready yet?" her voice had an induced tremor.

"Mannu is a man of his word, Child of the River, 'course its ready."

With a squeal of delight, she ran over and picked the heavy, grizzled dwarf off the floor. Despite his protests, she gave his bald spot a warm kiss. "Where is it, where is it?" She danced in circles around the stunned Weaponsmith.

After regaining his breath, Mannu opened a nearby wooden cupboard and removed an elongated object wrapped in wool. "Here it is, I've only finished working on it last night, 'tis still warm to the touch...not that I touched it with me bare hands o'course. I left the unveiling to you, Mistress Neit'ka'l."

Neit'ka'l took the object from Mannu. In contrast to her foppish attire and manners, her mind was sharp as any blade. Nonetheless, her palms were sweaty and slightly shaking when she unwrapped the object. Gently, like a person handling a fragile baby, she laid it upon the table. Her eyes traced the geometric beauty of the sword, at first, she dared not touch it, almost afraid her hands would tarnish its purity. She followed the perfect lines of the point, scanned the gentle curve of the metal, spending extra time on the dimensions built according to her specific instructions. She noted with satisfaction the bright hue of the virgin blade, a result of a special combination of metal and air with a small dose of magically-imbued minerals. Her eyes lingered on the double edge, thin almost to transparency, yet deadly as the tooth of the fiercest skeorx. She caught the scent of the slender yellow vein going all the way to the tang, the minute ridge of a symmetrical mountain, the primeval aroma of true Orichalcum. Finally, her hand slowly closed around the grip, customized for her long, delicate fingers. She closed her eyes for a minute and simply let the energy of the unspoiled sword flow into her palm. Slowly, her arm came up as she made the final test of balance.

"Well?" Mannu asked with a prudish smile.

Neit'ka'l opened her eyes; a crystalline tear in one corner. "Perfection," she whispered. "Perfection."

Custom Swords rules

Due in part to its medieval setting, Earthdawn doesn't support mass production of tools. Everything is handcrafted and every item is unique. Although the majority of the tools found tend to be of low quality and complexity, there are invariably exceptions to the rule. While many adventurers gain fame and fortune, they may opt to increase the quality of their weapons and add their own unique trademarks. The custom sword is one way of doing this.

Low-Quality Blades

The ease and efficiency in crafting low-quality merchandise allows it to be purchased virtually anywhere. In game terms, an inferior weapon has effective damage and attack penalties. The tradeoff, of course, is a lower price. When purchasing poorly crafted blades, use the following table:

Type Of Deficiency	Chance of Breaking	Price (% of original value)
-1 step to Attack Tests	0	50%
-1 step to Damage Tests	5% (1 on d20)	50%
-2 steps to Attack Tests	0	25%
-2 steps to Damage Tests	10%	25%

- **Type Of Deficiency** – The penalty the weapon imposes on its user.
- **Chance of Breaking** – Low-quality items have greater chance of breaking on an Armor-Defeating Hit.
- **Price** – As a percentage of the weapon's original value.

Customized Blades

When characters wish to buy something of exceptional quality, they will need to see a Weaponsmith for custom fitting. Weapon-crafting is a singular opportunity. Once the blade has been completed, any further customization will alter it so as to make it virtually unusable. A Weaponsmith can, however, still reforge the blade to enhance it as per the Forge Blade talent.

- **Find a Weaponsmith** – The base Weaponsmith Circle for forging customized swords is 1. Add the Weaponsmith's circle adjustment, found in the table below, in order to calculate the Circle of the Weaponsmith required to do the job. If you wish to have multiple improvements, sum all the Circle adjustments.
- **Calculate the cost** – Multiply the original cost of the weapon by the value in the cost adjustment column. If you wish to have multiple improvements, then continue multiplying the result by the appropriate cost adjustment multipliers.

- **Calculate the time** – The time it takes to craft a custom weapon is measured in weeks. Base time is two weeks + improvement time.
- **Calculate the Difficulty Number** – Base Difficulty Number for creating a custom weapon is 6, adjusted by the improvement difficulty number.
- **Make the Test** – Roll a Half Magic or Forge Blade Test (whichever is higher) for the Weaponsmith. An Excellent success reduces time by half.

Note: One cannot make cumulative improvements that have the same effect, i.e. purchasing Enforced Point 1 and Enforced Point 2 for +3 steps to Damage Tests is not possible).

Example:

Neit'ka'l Syrtis, Swordmaster, desires a new blade for the upcoming contest. She opts for Improved Balance and Enforced Armor Penetration 2. She needs to contact a 6th Circle Weaponsmith (basic 1 + 1 for Improved Balance, + 4 for Enforced Armor Penetration 2). The original cost of the blade is 50 sp, the adjusted cost is $50 \times 5 \times 10 = 2500$ (The blade will be expensive, but Neit'ka'l feels the quality is well worth the cost). The total time is 14 weeks (Base 2 + 4 for Improved Balance, + 8 for Enhanced Penetration 2). And the Weaponsmith's Difficulty Number is 16 (Base 6 + 2 For Improved Balance, + 8 for Enhanced Penetration 2).

Improvement	Effect	Weaponsmith Circle Adjustment	Cost Adjustment (x original value)	Time	Difficulty Number
Improved Balance	+ 1 step to Attack Test	+1	5	+4	+2
Enforced Armor Penetration 1	Reduce opponent's Armor Rating by 2		2	+2	+1
Enforced Armor Penetration 2	Needs only a Good success to cause an Armor-Defeating hit.	+4	10	+8	+8
Enforced Point 1	+ 1 step Damage	+1	3	+4	+2
Enforced Point 2	+ 2 steps Damage	+2	5	+6	+4

OPTIONAL RULE: TAINTED BLADES

Stanley Brown (AKA Vinsane)
Svenn T. Mauseth (AKA Kin)
Olav Wikan (AKA Cabor the Wanderer AKA Cabor)
Catherine E. Norman (AKA Rastar)
Brian Rouillard (AKA DocMidnight)

Ruhavik stood atop the natural dam surveying the terrific view of the dancing water below. He felt a brief wave of vertigo wash over him as he looked at the turbulent waters a hundred yards down. But, he mused, Jaspre's Waterfall has always made him feel insignificant. He turned and faced the lake behind him; at least there the waters were calm. Removing his boots, he let his legs dangle, allowing the small waves to caress his toes. Their chilliness eased some of his summer day burdens. It helped calm him and center his thoughts for the task ahead.

His hands trembled slightly as he removed the clasps that bound his sword in its scabbard. Briefly, he paused, fear staying his hand. With a swift motion, he drew the blade and lifted it high above his head.

"Ruhavik stop. You know that you can't toss me into the lake."

The voice again. Once Ruhavik believed the sword could speak to him, now he wasn't so sure if it was not his own twisted ego, or worse, the voice of some alien being that controlled the sword.

"Shuddup," he said.

"You know you can't shut me up, you've tried a million times before."

"Shuddup!"

"You won't throw me in the water. You need me."

"I don't and I will."

The sword laughed, it was the sound of iron sheets being ripped to pieces. "We both know you can't."

"Shuddup!"

"You're nothing without me, Ruhavik. There are people depending on you for tomorrow's battle. How are you going to explain to them that you cannot fight?"

"I don't need you to fight; I was great warrior long before the cursed day I found you."

The sword laughed again, "You know, for a moment I almost believed you."

"I'm not your friend, Horrorspawn. Curse you and curse the hand wielding you."

"If that is the case, why won't you toss me into the waterfall Ruhavik? It's simple enough to do; no body will pick me up from the bottom of the lake."

Ruhavik looked at the curved blade. In the failing light of the dipping sun, it appeared almost red. It seemed as though the blood of the hundreds of foes he had slain were still smeared upon the white metal. He glimpsed his reflected visage in the calm lake water and shuddered. Staring back at him was a complete stranger. He couldn't recognize the old Ruhavik under those burning, mad eyes, the twisted snarl, and the hard lines of hatred mapping his face.

"What are you turning me into?" he whispered.

"Oh, I could tell you, but that would ruin the surprise, wouldn't it?"

With a sigh, he put the sword back into the scabbard and closed the clasp. Slowly, step by cautious step, he made his way from the dam to the safe ground below. The grating laugh accompanied his every footfall.

Occasionally, the PCs will find themselves standing above the corpse of a slain arch-villain, greedily rummaging through a cache of treasure. You may hear something of the sort:

Player: "I'm looking for a decorated sword, preferably with runes etched on the blade."

GM: "Umm, well, actually there is one such broadsword."

Player: "Ok, I leave the rest to everyone else, unless there is something else with runes."

Now a malicious GM may simply decide that the decorated sword originally belonged to a noble and is just what it appears to be, while the plain short sword in the corner is actually the "Kaer Sword."

An even more sadistic GM will inform the player of his error. (A month from the adventure another NPC talks to the player in a bar and tells him how he stumbled upon an abandoned kaer with all the creatures wiped out by some amateurs who forgot to pick the biggest prize.)

Only the vilest GM opts for the next choice. This GM will let the PC pick up something that he wasn't planning on: a tainted sword. Doing so will cause the PC to think twice before rummaging through a trove again.

Just as the Horrors can Mark individuals with their terrible powers, they can also mark objects and places. These so-called "Horror-Cursed" items provide channels for the Horrors to influence Name-givers and the physical world. Almost all Horrors can channel their Horror Mark power through such objects, and some even specialize in it. Since bladed weapons are the common choice for many magic-wielding adepts, many Horrors find it rewarding to invest time in the creation and corruption of such weapons. All corrupted blades grant their owners combat benefits; some may even rival famous blades like Purifier. The price to pay for these powers, however, is always so great it embitters all victories won with the blade.

Blade Warping Power

The power to corrupt objects and places is related to the Horror Mark power. Every Horror capable of manipulating a Horror Mark can also warp and corrupt blades in Astral Space and the Physical World. The Blade Warping power of the Horror is equal its Horror Mark power - 4.

A Horror trying to corrupt a mundane or threaded blade must be in physical contact with the blade (or in direct astral contact with the blade's Pattern). Warping a blade takes a number of hours equal to the object's Spell Defense and costs the Horror 5 points of strain. The Horror rolls its Blade Warp power against the blade's Spell Defense (The Horror may use Karma on this test) and takes 2 permanent points of damage on success. The blade is then considered warped for a year and a day, but the Horror may extend the time of the Blade Warp by making further tests, and it does not take further permanent damage points for that.

A Warped Blade in the Astral Plane is hard to identify. In order to do so, the PC must examine the blade in Astral Space and achieve an Excellent success against the Horror's Spell Defense. A Horror may suppress the corruption with the Suppress Horror Mark power, but it cannot channel its powers through a suppressed Mark.

Each time a Name-giver comes in contact with the corrupted blade, the Horror can attempt to Horror Mark him using the Blade Warping power at -4 (this penalty is cumulative with the previous one, resulting in a Test made at Horror Mark -8) against the Name-giver's Spell Defense, regardless of the

distance between them. The chance of Marking a victim increases with continued exposure and blade usage. It is no surprise that Horrors often try to make these evil objects as desirable as possible.

A Horror may try to mark a victim through a corrupted blade once per week and after each time the victim uses the blade to shed blood.

- In game terms, the Horror who created the warped blade can attempt to Horror Mark a character by rolling its Horror Warping step (i.e. its Horror Mark step -8) vs. the character's Spell Defense. A success means that the character is Horror Marked.
- In the midst of a battle when the blade is used, increase the Horror Warping power against the wielder by +4 steps. This bonus lasts for the time of the battle only
- Each time the blade sheds blood in battle increase the Horror Warping power against the wielder by 2. This bonus lasts for twenty-four hours after the battle ends.
- Each week that the victim spends with the corrupted blade increases the Horror Warping power against him by 1. This effect is permanent, until the victim gets rid of the blade or the Horror is slain.
- After the initial month, increase the Horror Warping power against the blade's wielder by +1 for each month the blade is at their side.
- After a year and a day under the sway of the corrupted blade, the wielder is automatically considered Marked.

Direct Horror influence through Corrupted blades (The Warp Penalty factor).

Once the Horror Warping Test succeeds on the wielder, the Horror-corrupted blade functions just like a Horror Mark with no distance limitation. The power that the Horror can channel through a corrupted blade, however, is somewhat limited. Ratings of all powers used via a corrupted blade suffer a 5 to 10 step penalty, which is reduced by 1 step for every month the wielder is exposed to the corrupted blade.

Furthermore the Horror automatically receives the following powers against the Name-giver carrying the corrupted weapon:

- The victim suffers a 10 step penalty for Attack and Damage Tests when attacking the Horror with the sword.

- The victim also suffers a 5 step penalty for Attack and Damage Tests when attacking the Horror's constructs.
- Three times a day, the Horror gains the Cursed Luck power (rating equal the Horror Warping power) for Attack and Damage Tests performed with the sword, as well as Damage Shift (rating equal the Warping power) against the blade's wielder.

Ending the Influence of a Corrupted Blade and Bladelust.

Unlike someone suffering from a Horror Mark, the victim of a Horror's corrupted blade has several methods of severing the link to the Horror apart from slaying it. One option is to destroy the blade; another is to avoid touching the blade for at least a month. These methods, however, are not as simple as they sound, due to an affliction known as Bladelust. With every usage of the corrupted blade, the victim becomes increasingly dependent on it. This addiction is similar to drug addiction both mentally and physically, and it grows more powerful as time passes.

Once the Horror succeeds at its Warping Power Test against the target, he or she is considered "enthralled."

The basic Difficulty Number for a victim to attempt to destroy or thrown away the sword equals the Horror's Spell Defense. The sword owner rolls his Willpower step against the Difficulty Number. An Average success allows him to throw the sword away; whereas an Excellent success allows him to destroy it.

- For every month the victim possesses the sword, increase the Difficulty Number for the above test by +1.
- For every battle that the victim uses the sword to shed blood, increase the Difficulty Number by +1.
- For every battle that the victim uses the sword to win the battle, (meaning the sword had a crucial role in the victory) increase the Difficulty Number by +3.
- The above test can reach a maximum Difficulty Number of three times the Horror's Spell Defense.

Corrupted Blades' Powers

Horrors often imbue their warped blades with powers and illusions in order to make them more desirable. After all, if they wish to catch the big fish (Adepts) they need special bait.

Most Horrors invest the time to make their blades simulate uncorrupted Threaded items. Many benefits usually come under the guise of

an increase in martial abilities for the wielder; others simply imbue the user with limited Horror-like powers manifested through the sword. Whatever these powers are, they always come with a hidden drawback, and the price exacted is often very high, morally degrading, or even deadly. Such drawbacks are always used by the Horror to satisfy its twisted desires.

Horrors may imbue their corrupted items with the following powers:

Empowered Object History

This specific form of the Corrupt Reality power is used by Horrors to create false legends for their corrupted objects. The legends are often filled with tales of woe or deeds of valor and mostly incorporate actual events, but concern fabricated people. For example, a researcher after an Empowered sword's legend may find a manuscript in an old library detailing a certain Sky Raider chieftain who sacrificed himself during the first battle of Vivane. While the battle is obviously a part of history, the Sky Raider is purely fictional and none of his moot had ever heard of him. Horrors sometimes use their marked followers to plant misleading hints in the path of the naive researchers.

Whenever researching for the Object's next rank, the researcher must roll his Perception Step against the Horror **Empower Object History** rank. A success means the researcher sees through the façade.

Empower Item

This power represents the Horror's ability to create powerful items with ranks that simulate threaded items. The **Empower Item** rank represents the object's power and how many threads can be attached to it. Objects affected this way act like threaded items in terms of ranks and threads. Name-givers who wish to weave threads to these objects must pay the cost in Legend Points. Consult the tables below to find out about appropriate powers

The more powerful the Horror the more powerful objects it can produce. Horrors up to LP may make imbue objects with up to rank 2 powers. Horrors worth up to 5,000, 10,000, 50,000 and 100,000 LP may imbue objects with up to rank 2, 4, 6, or 8 powers respectively. Add one rank for each additional 50,000 LP.

Horror Blade Powers

The following is a set of Horror Blade Powers (ordered by rank) that Horrors use to imbue their blades. Each benefit has an accompanying drawback. Note that the destruction of the Horror causes the blade to lose all its benefits and drawbacks, turning it instantly to a mundane object.

In order to create a corrupted blade, simply pick a benefit and its appropriate

drawback from each rank. Feel free to mix between benefits and drawbacks of the same rank. The cost in Legend Points represents the amount the character needs to invest in order to weave a thread to a blade with a single benefit/drawback. If you want the blade to have more than a single benefit/drawback per rank, simply multiply the base cost by the number of benefits.

Rank 1 Items (Base Cost: 100 LP)

Benefit	Drawback
The blade adds +1 step to Damage Tests.	The blade is -1 step from Damage Tests against Horror constructs and -2 steps against Horrors.
The blade adds +1 step to Attack Tests.	The blade extracts payment in blood – Every time the wielder causes a wound (goes over the target's wound threshold), small spines burst forth from the hilt and draw 3 points of Damage from the blade's wielder.
The blade glows with green light whenever a Horror or a Horror Construct is within 50 yards.	The blade acts as a silent alarm for Horrors. It informing all Horrors in the vicinity (500 yards) of the character's exact location.
The blade wielder gains the Unseen Voices power, just like the corresponding Illusionist spell.	The blade will use this ability to get the character into trouble, by insulting drunken scorchers, demeaning an angry troll's honor, or suggesting lewd remarks in the direction of noble ladies. The blade will also ruin most surprise and sneak attempts made by the character.
The blade works like a permanent Alarm spell. It gives warning whenever someone touches its owner's possessions.	The blade's wielder is compelled to steal. Whenever he sees a desirable object/person he rolls his Willpower step against the Horror's Spell Defense. A failure means he will try to acquire that object/person by any means possible.
The blade adds 2 points to Charisma attribute.	The blade causes its wielder to lose 2 points from both Perception and Willpower, although the wielder doesn't realize this.

Rank 2 Items (Base Cost: 200 LP)

Benefit	Twist
The blade adds +2 steps to Damage Tests.	The blade is -2 steps to Damage Tests against Horror Constructs and -4 against Horrors.
The blade adds +2 steps to Attack Tests.	The blade extracts a payment in blood – Every time the wielder causes a wound (goes over the target's Wound Threshold), small spines sprout out from the hilt and draw 4 points of Damage from the wielder.
The character becomes beautiful and attractive to Name-givers of similar race. Every three days after the initial thread weaving, the character adds one point to his initial Charisma. This lasts for 15 days, causing the character's charisma to grow to a maximum of 25. The change usually causes the character to become an object of desire by the opposite sex.	A week after the initial change is completed the character's body starts to undergo another change. Roll a D4 to find out what occurs: 1. The character changes gender. 2. The character becomes androgynous. 3. The character changes race, keeping all previous knowledge and talents, but losing all old racial benefits. Attributes are adjusted according to the new race minimum /maximum attribute limitations. This change is very rapid and takes about three days. 4. The character changes gender and race.

<i>Command Night Flyer and Dark Spy</i> Once a day the blade wielder gains these two powers, which are equivalent to the Nethermancer spells of the same name.	The blade attracts vampire bats. These evil creatures will attack once every four nights and suck on the wielder's blood (and on the blood of anyone else they find in the vicinity). In game terms, the GM rolls 3d6 to determine the number of bats that appear. Alert party members must roll a Perception Test against a difficulty number of 12 (reduce by 1 for every bat beyond 12). If not detected and chased away, every two bats silently and skillfully drink 1 point of Damage before they slink away.
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Rank 3 Powers (Base Cost: 300 LP)

Benefit	Twist
The blade adds +3 steps to Damage Tests.	Blade is -4 steps to Damage Tests against Horror Constructs and -6 against Horrors.
The blade adds +3 steps to Attack Tests.	The blade extracts a payment in blood – Every time the wielder causes a wound (goes over the target's Wound Threshold), small spines sprout out from the hilt and draw 5 points of Damage from the wielder
The wielder may name a Horror, then roll his Perception step + Sword rank + 3 against the Horror's Spell Defense. If the test succeeds and the Horror is located within Sword Rank x 100 miles, the sword points to its exact location.	Each time this power is used, the result is like an Astral flare, inviting Horrors in the vicinity to take notice of the character. The Horror who created the blade is automatically aware of the character and his intentions against it.
The character's speed increases. He can add the blade's Thread Rank to his initiative and his movement is multiplied by the blade Rank.	The character ages the blade Rank in years every month.

Rank 4 Powers (Base Cost 400 LPs)

Benefit	Twist
The blade adds +4 steps to Damage Tests.	The blade is -6 steps to Damage Tests against Horror Constructs and -8 against Horrors.
The blade adds +4 steps to Attack Tests.	The blade extracts a payment in blood – Every time the wielder causes a wound (goes over the target's wound threshold), small spines sprout out from the hilt and draw 6 points of Damage from the wielder.
When the wielder scores a hit, he may use the Corrupt Karma power against his opponent. He rolls Blade Rank + 4 steps for the Corrupt Karma Test.	This power also automatically prevents the character from spending any Karma for the next 4 hours.
The sword adds +3 to its wielder's Dexterity.	The GM rolls a D8 prior to any battle to determine when to activate this twist. If the battle ends before the rolled round, then the character remains safe. On the rolled round the wielder must roll his Willpower (or Willforce) step against the blade's Spell Defense. Failure means he suffers from a strange, dark malady for the rest of the combat, preventing him from attacking. In order to perform any sort of combat action the character must succeed another roll against the Horror.
The sword is surrounded by a halo of warped material. This halo causes an additional 8 steps of Damage to all attacks made with the blade.	The blade will prevent the character from avoiding confrontation. It has the Cursed Luck power at Rank 9, and it will use this power against all the actions of a character running from combat. The character will trip over every root and bump into every unseen obstacle.

<i>Skin Shift</i> In order to activate this power, the character needs a Good or better Attack Test result. He must then spend one Karma point (no need to pay on an Excellent result). The Skin Shift attack power equals the blade's Thread Rank + 4, which is rolled against the target's Spell Defense. The target continues to receive Skin Shift Damage for three rounds. On the first round, a successful Skin Shift automatically causes 3 Wounds.	There is a 25% chance that the Skin Shift will backfire and affect the wielder instead of the target.
The blade is poisonous. On the slightest wound, the victim rolls his Toughness step against the wielder's Spell Defense. Failure means that the victim suffers Step 4 Damage every round until treated with an antidote.	The blade becomes a small colony for dread iota. The character unknowingly brings destruction wherever he goes. Eventually someone will make the connection and stop the character at all costs. This twist is even more interesting if the wielder is in the grips of "bladelust."

Rank 5 Items (Base Cost: 500 LP)

Benefit	Twist
The blade adds +5 steps to Damage Tests.	The blade is -8 steps to Damage Tests against Horror Constructs and -10 against Horrors.
The blade adds +5 steps to Attack Tests.	The blade extracts a payment in blood – Every time the wielder causes a wound (goes over the target's wound threshold), small spines sprout out from the hilt and draw 7 points of Damage from the wielder.
The wielder emits an aura of fear, which works like the Horror power Terror. It costs the character 2 points of Strain to activate and it stays active for a number of rounds equaled to the sword's Thread Ranks. The character rolls his Melee Weapon talent/skill Test, the result becoming the Difficulty Number for all those caught in the area of effect.	Each time the character uses this power he loses one point of Charisma (minimum of 2). The effect is permanent until the character gets rid of the blade. When a character's Charisma attribute drops to 2, he become too hideous to show his face amongst regular Name-givers. The character becomes an outcast until the curse is removed.
<i>Damage Shift</i> The character spends one Karma Point to activate this power (which goes to feed the Horror). Then he rolls his Willpower Step + Blade Rank against the attacker's Spell Defense. Success means he has shifted the Damage. Note that damage that goes beyond the character's Wound Threshold activates this power automatically (provided the character still has the Karma to spend.)	The Damage is not twisted back on the attacker, but is distributed between everyone within 30 yards, be they friend, foe or innocent bystander. Everybody within the effect radius whose Spell Defense is lower than the Damage Shift roll suffers Damage. Multiply the Damage by 2 and distribute it evenly between the affected targets.
The sword adds +3 to its wielder's Strength.	The GM rolls a D8 prior to any battle to determine when to activate this twist. If the battle is ended before the rolled round then the character remains safe. On the rolled round the character must roll his Willpower (or Willforce) step against the blade's Spell Defense. Failure means the wielder becomes berserk for the remainder of the combat. He attacks all surrounding targets randomly, until he succeeds at another roll against the blade's Spell Defense or until he falls down exhausted, dies or is subdued. In the berserk state, the wielder's Physical and Spell Defenses drop by 3 while his Damage step increases by 2.

Name-givers slain by this blade rise for a week as Cadaver Men under the command of their slayer.	After the week is over, the Cadaver Man becomes a minion under the control of the blade's Horror for a year and a day.
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Rank 6 Items (Base Cost: 600 LP)

Benefit	Twist
The blade adds +6 steps to Damage Tests.	The blade is –10 steps to Damage Tests against Horror Constructs and –12 against Horrors.
The blade adds +6 steps to Attack Tests.	The blade extracts a payment in blood – Every time the wielder causes a wound (goes over target's Wound Threshold), small spines sprout out from the hilt and draw 8 points of Damage from the wielder.
<i>Damage Leech</i> Whenever the character scores an Excellent hit, he may opt to activate this power, or he may pay 1 Karma Point to activate this power on an Average or Good success. The character rolls his Willpower Step + Blade Rank against the target's Spell Defense. On success the character is healed 1 point for each point of Damage he inflicts. If the wielder kills his opponent in the same round as this power is activated, the wielder gains 2 free Recovery Tests. Damage points gained this way cannot exceed the character's maximum.	The Damage Leech power is extremely addictive. Each time the character uses the Damage Leech power, he rolls his Willpower against the sword's Rank. Each time, the temptation to use the power becomes harder to resist (for every usage of this power, add 1 to the Difficulty Number). Once failed, the character becomes hooked on this form of nourishment. A month after the character has failed his test, the Damage Leech becomes his sole form of nourishment. Unless he applies it once/ day against an opponent, he starts losing Damage points at the alarming rate of 5 per day. Note: Leeching only works with intelligent life.
<i>Disrupt magic</i> This power works like the Horror power of the same name. This power grants the wielder a chance to escape spells, by rolling the blade's Thread Rank + 2. (Unlike the Horror power, this blade power does not work against Talents and Patterns).	This power will disrupt all spells in the vicinity that are cast by comrades (30 yards radius).

Rank 7 Items (Base Cost: 700 LP)

Benefit	Twist
The blade adds +7 steps to Damage Tests.	The blade is –12 steps to Damage Tests against Horror Constructs and –14 against Horrors.
The blade adds +7 steps to Attack Tests.	The blade extracts a payment in blood – Every time the wielder causes a wound (goes over target's wound threshold), small spines sprout out from the hilt and draw 9 points of Damage from the wielder.
<i>Karma Drain</i> The character needs to Mark the victim of the Drain first. The character uses the blade to paint a ritual circle on bare ground around the victim. He then intones a ceremony dictated by the blade's Horror. The ritual takes a full hour to complete, so the victim must either be cooperative (highly unlikely), or restrained. After the ritual, the victim is considered marked by the blade's Horror. Victims that are marked by the ritual serve as Karma reservoirs for the blade's wielder, and he may use Karma Drain at blade Thread Rank + 5 against them.	This is twisted enough as is.
The character gains the Horror's Physical Attributes.	The character can only feast on other Name-giver's pain.

OPTIONAL RULE: BLADE DEGRADATION

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And so it became that me, Rangonorrhea, a dwarf thief, Mephsitophalus the elven nethermancer, and Lard the troll found ourselves in the lost bowels of Kaer Jehentalia. Let me tell you boys, that place really stunk. There we were, trapped inside the temple. The Horror stood outside, prevented by ancient magic from getting in, waiting for us to bring out the magical chamberpot that kept it trapped forever in the kaer.

“What do we do?” I asked.

“Distract the Horror,” Mephsitophalus said.

“How?” I asked suspiciously.

“You run around naked and wave your hands like a chicken with the pot over your head. When the Horror comes out I will hit it with a spell and Lard will bash it with his sword, and then we will all start running like a Horror is on our tail.” The elf had a tendency to come out with the shittiest of ideas. Probably came from the fact that Mephsitophalus was a real dick head.

Lard picked up his huge troll sword “This’s a good sword,” he said. “Belonged to my father and before that to my grandfather. The old bugger always said it were a good sword. Told me one day it might bleed a Horror, maybe even kill one.”

“Or at least give it severe blood poisoning,” I said as I eyed the rusty blade (Of course, I said that last bit real quiet-like, as Lard was awful touchy about his ancestor’s heritage).

In the Middle Ages, the cost of quality steel coupled with the knowledge of making good blades made swordcrafting very expensive. Only those of noble blood could afford to purchase quality blades, and they treated them with the utmost care.

RPG blade maintenance is an irritation. Gamers don’t escape from the monotony of “reality” into the realm of imagination so that they can do monotonous chores in a fantasy setting. The following section should be used with caution, if at all, by those Gamemasters who are able to keep records of mundane activities in their game, while still keeping it fun. With a careful guiding hand, these rules could be an experience your players will not soon forget.

Bladed weapons are a common aspect of Barsaivian life. In most places anyone is allowed to carry one openly, and so how to care for blades, whether through magic or mundane means, is common knowledge. Characters who don’t maintain their weapons will find them wearing out faster, and the blade will become as useful as waving a club in combat. All characters with a talent or skill in Melee Weapons knows how to maintain their weapon. In regards to the martial Disciplines,

care for their weapons is second nature, so weapon degradation is negligible. Other Disciplines, however, may neglect to give their blades the proper attention.

The frequency of Blade Degradation Checks characters must perform is dependant on their environment. A sword in a humid jungle oxidizes many times faster than a sword in an arid desert. The table on the next page shows how often these checks must be made.

Difficulty Numbers for the Degradation Check are set according to the blade’s size. It is much easier to keep a dagger well oiled than to maintain every notch of a 10 ft lance.

Each time a character is required to make a check for Blade Degradation, that character makes a Perception Test against a Difficulty Number of $6 + 1/\text{weapon length category}$. Martial Disciplines (Warrior, Swordmaster, Cavalryman, Archer etc...) get a +4 step bonus for this test, and Weaponsmiths roll their Forge Blade talent with a 7 step bonus.

On a Poor success, the character has not given the weapon appropriate care and the weapon suffers -1 step to Damage Tests. On an Average, Good, or Excellent success, the character has adequately maintained the weapon. On an Extraordinary success, the

character has actually focused on taking care of the weapon and regains 1 step previously lost from negligence (although this will never raise a weapon above its original Damage step). A weapon with step 0 Damage is considered irreparable.

Any Weaponsmith can fix a damaged blade and repairing a damaged blade takes 1

hour per Damage Point. The Weaponsmith rolls his Forge Blade talent or makes a Half-Magic Test against a Difficulty Number of 8 + the number of Damage Points taken by the weapon, so the job gets much easier as they progress.

Environment	Type of Blade Affected	Degradation Check Frequency	Treatment
Regular	Steel (Oxidation)	1/ month	Oiling
Jungle	Steel (Oxidation)	1/ two days	Oiling
Damp/Swamp	Steel (Oxidation)	1/day	Oiling
Fresh Water	Steel (Oxidation)	Twice/day	
Salt Water	Steel (Oxidation)	1/week	Oiling
Arid Desert	Steel (Oxidation)	1/3 months	
Death's Sea	Crystal	1/ week	

OPTIONAL RULE: SCABBARDS

Designer: Svernn T Mauseth (AKA Kin)

The scabbard is an important tool that keeps a sword in good shape and safe from accidents when performing acrobatic or other complex maneuvers. Most scabbards are made of hardened leather, bones, and wood. They are often decorated with paint, carvings, or embroidery. They can be made by using an appropriate Artisan skill.

Although rare and expensive, some scabbards are made of Elemental Wood, living crystal, or other precious substances. Made by high-Circled Weaponsmiths, these treasures are often imbued with magical properties.

Note that a sword inside a scabbard could also be used as a club, the Damage step for such clubs is given in the chart below.

Common Scabbards

Name	Cost (sp)	Notes
Carved Bone	8	Club Damage step 3 Armor Rating 6
Hardened Leather	2	Club Damage step 2, Armor Rating 4
Ivory	20	Club Damage step 3, Armor Rating 10
Wood	4	Club Damage step 2, Armor Rating 2

Modifications

Buying any combinations of these modifications increases the scabbard's cost by the amount below.

Name	Cost (sp)	Notes
Steel Sharpener, "Raw Blade"	+2500	Add +1 step Damage Tests made within 3 rounds of pulling the blade out of the scabbard. Only works for non-threaded blades.
Oil coating, "Fast Blade"	+200	Pressing the button oils the blade when drawing or resheathing it. The wearer adds +1 step to Initiative Tests on the first round after drawing the sword.
Poison Container, "Assassin's Blade"	+400	Pressing the button coats the blade with a poison. This method is safe for the user.
Flint & Oil, "Torch Blade"	+300	The blade burns for step 3 rounds. The flames cause step 4 Damage on a successful hit. (This step 4 is not added to Damage Test but rather is rolled separately).
Owner's Lock, "Seal Blade"	+550	The blade can only be drawn upon a certain command from the user (usually the sword's Name).
Snorkel	+10sp/ft	The wearer may use the scabbard to breath underwater.
Telescopic Snorkel	+20sp/ft	Same effect as the snorkel, but the scabbard is telescopic. The telescopic length can be up to three times the length of the regular scabbard.
Secret Weapon Compartment	See Notes	This scabbard has a secret compartment for holding small blades or throwing weapons. It costs 100 sp for each step of concealment.
Chain Scabbard	120	A metal chain is wound around the scabbard. It has a button to release the chain so it may be used as a whip

Magically Enchanted Scabbards

A magician needs the Spellcasting Knack “Permanent” to cast these spells on scabbards. A scabbard may only be enchanted with one type of spell.

Name	Cost (sp)	Notes
Repair Scabbard	800	The scabbard is imbued with the Elementalist spell Repair (ED p. 159). It repairs broken blades over a period of one month.
Light Scabbard	120	The Illusionist spell Light (ED p.166) is permanently woven into the scabbard. When drawn, the blade emits light for Willforce Step + 10 minutes.
Iron Scabbard	1000	The Wizard spell Iron Hand (ED p. 186) is permanently woven into the scabbard. The wearer gains a 3 step bonus to Damage Step which lasts for Willforce +10 rounds after the blade is drawn.

Rare Scabbards

The rarest scabbards are only made for particular types of swords (as per GM discretion). They are also often adorned with gems, gold, ivory, and other valuable materials. Any scabbards encrusted with gems or gilded with an expensive material should have their cost modified appropriately. Although a price list is not given, these scabbards rarely cost less than 1000 sp and sometimes cost as much as 50,000 sp.

Name	Cost	Notes
Glowing Heat Blade	N/A	True Elemental Fire inside the scabbard heats the blade to white-hot intensity. Because of this, only crystal and magical metal blades can be placed in this scabbard. Add 5 steps to the blade’s Damage Tests for the first round. For each round thereafter, reduce the step number by 1 until the sword reaches its original Damage step.
Lightning Blade	N/A	An Orichalcum string inside the scabbard shimmers when the blade is drawn. On the first hit with the blade, lightning strikes the target, doing an additional 15 steps of Damage.
Blood Oak Wood Scabbard	N/A	This enhancement protects the blade from outside magic, giving a 15 Step bonus to the blade’s Spell Defense while sheathed
Elemental Wood Scabbard	N/A	This modification enhances the blade when inside the scabbard, granting a +1 to the blade’s Damage step for each week it remains unused inside the scabbard (up to maximum of +5 steps) This “enhancement” works like the Weaponsmith’s Forge Blade talent. The blade is reduced by 1 step for each battle it is used in (deducted after each battle).
Dragon Slayer’s Scabbard	N/A	This scabbard is made of Dragon skin, and is only known to be used by high-Circled Cultists of the Great Hunter. These scabbards make the blades inside venomous. The venom’s power has a Poison step of 15. (Each time the target is hit, roll the poison’s Damage step.) Anyone hit by the blade must also roll a Poison Resistance Test against the poison’s step number of 15 for the next 10 rounds. (See ED p. 232 for more rules on Poison Tests.)

Threaded Item: The Scabbard of Vitality

Designer: Ronald Edel (AKA Mountainshadow)

Maximum Threads: 3

Spell Defense: 14

Cost: 2.100 SP

There was a time before the Scourge when this sort of magical item was easy to create. Powerful Weaponsmith and Elementalist Adepts used True Fire and True Earth to forge a scabbard that would enhance the blade stored within.

Since the end of the Scourge, only a few Adepts have been able to create similar magical scabbards, and only a few dozen of them are known to exist in Barsaive. These scabbards look like their common counterparts, except for the fact that they are more ornately decorated with runes or even precious stones.

Thread Ranks

Rank 1 **Cost: 100 LP**

Key Knowledge: The wearer must know the Name of the scabbard.

Effect: A blade carried within this scabbard is kept in pristine condition by the Elemental magic of its enchantment. The owner need not whet it, oil the blade, or even polish the weapon. Minor nicks to the blade's edge are repaired as well.

Rank 2 **Cost: 200**

Effect: The Elemental Earth and Fire woven into the pattern of the scabbard constantly influence the blade stored within. This leads to the blade getting a much keener edge than normal. The blade will perform as if it were forged an additional +1 step. This effect does not work on weapons that have been forged to the maximum, and if the blade has not had contact to the scabbard for 48 hours, it loses this benefit.

Rank 3: **Cost: 300**

Effect: The scabbard's Elemental enchantment will try to repair any Damage done to a weapon stored within it for a period of 24 hours. To use this beneficial effect, the wearer needs to spend one of his or her own Recovery Tests at the end of those 24 hours. As a result, the weapon regains one step of Damage. This effect will not work on a blade that has been completely shattered.



SWORDS...

For hundreds of years Barsaive fighters used them to chop and hack Horrors, Therans and occasionally each other. Name Givers through the ages dreamed of swords, designed swords and forged swords fit their special needs. Thus we have the mighty "BlueDuar" of the troll moots and the tiny "Claws of Jasperee" of the forest windlings. The

variety of this weapon type is as diverse as the cultures and the races that inhabit the land.

The ED weapon project book of swords is an Earthdawn fan material made for all those Game masters and players seeking diversity in their game. It has swords of every type and culture including sword statistics and the story behind them.



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